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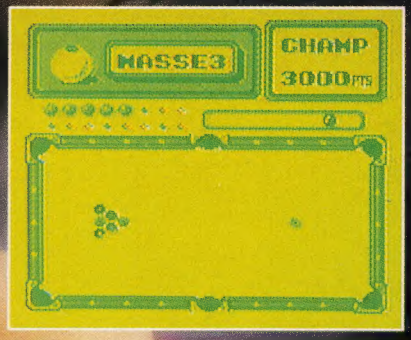

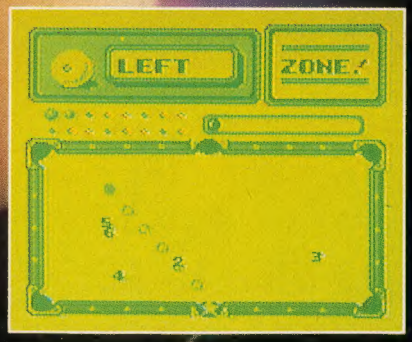

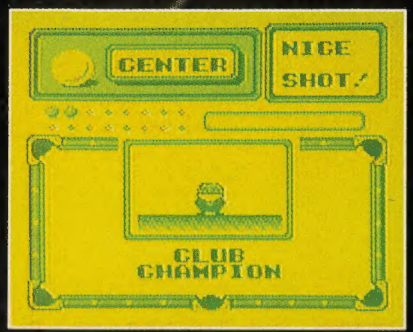

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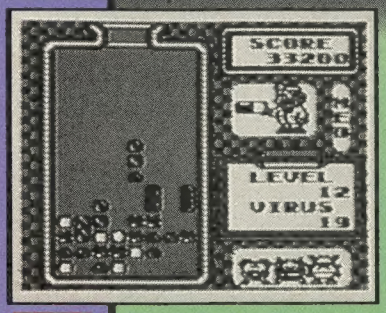

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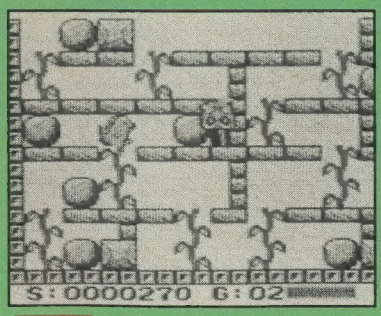

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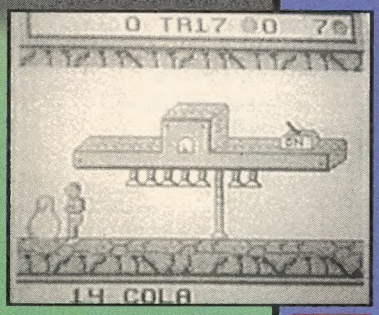

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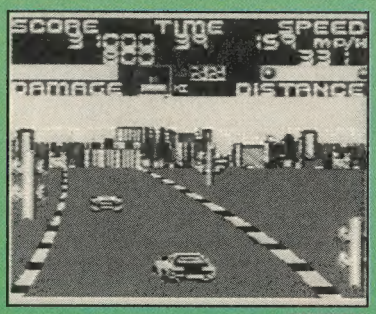

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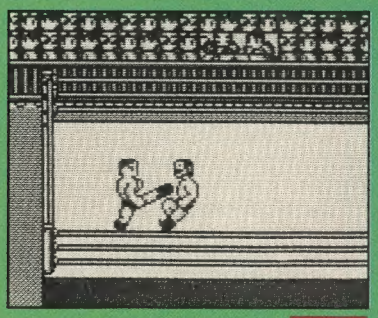

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MPA

THE EDITOR'S NOTES

A new year and a new batch of titles for your Game Boy. In this issue, you can read all about *The Rescue of Princess Blobette*, Absolute's companion game to *A Boy and His Blob* for the NES.

Fans of Blobert's earlier adventure will be pleased to know that the Game Boy version plays very much like the Nintendo game — you still must match flavors of jellybeans to the Blob's transformations to get out of tricky situations. But instead of saving Blobolonia, you're rescuing the planet's princess from an evil wizard.

Blobert's not the only character to make an encore appearance in a videogame. Our favorite Italian plumber has decided to stop battling leaks and start fighting microbes — at least for the time being. In the puzzle game *Dr. Mario*, you must use the vitamin capsules Mario throws at you to battle legions of nasty viruses filling up a bottle.

Dirk the Daring is the hero of computer, arcade, and Nintendo games, but *Dragon's Lair: The Legend* marks his first Game Boy adventure. Another princess needs rescuing: This time it's Princess Daphne, Dirk's main squeeze. The knight must find the princess, but first reassemble the pieces of the Life Stone. The graphics in this game are amazingly complex — as is some of the game play.

Finally, don't forget to check out our first "Mailbag" column. Thanks to our readers, we're able to offer hints and tips for the most popular Game Boy titles. Keep the letters coming!

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Associate Editor

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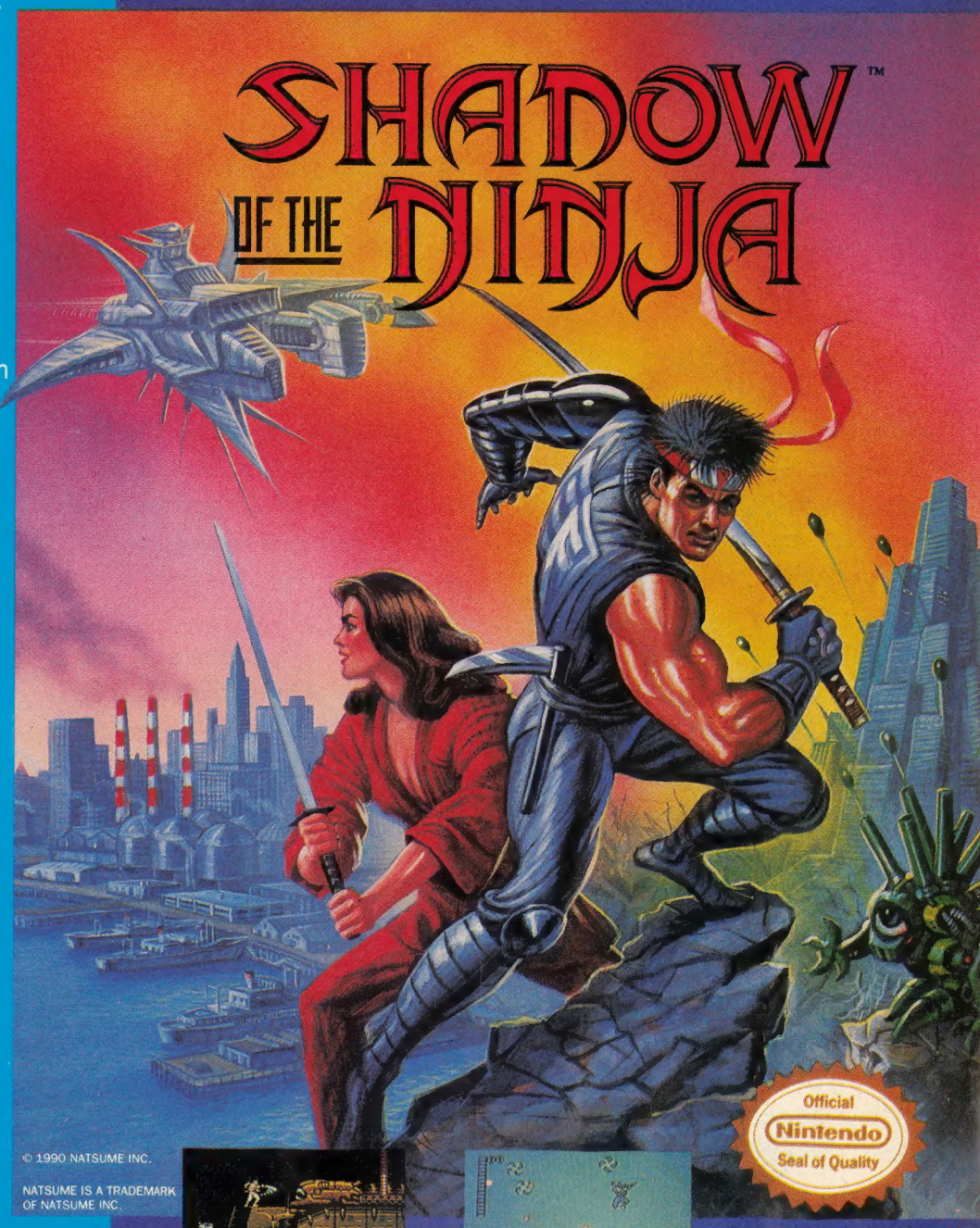

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The Bugs Bunny Crazy Castle

I'm confused. The game manual for *The Bugs Bunny Crazy Castle* says that there are 80 levels, then I'm supposed to save Honey Bunny. But when I went over twice, it kept going. Could you tell me where and when I find Honey Bunny?

I also have a tip for *Double Dragon*. You can get 590 points a kill if you begin attacking the punks by punching three times, grab their hair, kick two times, then throw them over your shoulder. That's A, A, A, B, B, A. This only works on the non-bosses.

Allen
San Francisco, CA

You don't actually rescue Honey Bunny in this game — you'll notice a big "congratulations" after you finish the last level. That's the ending. You can just assume Honey Bunny and Bugs are reunited.

Super Marioland and Nemesis

We have some additional hints for *Super Marioland*. Be sure to collect all the coins, etc., around pipes to the coin rooms before you go in. They'll have reappeared when you leave. In the coin room in world 4-2, collect as many coins as possible, then die after exiting and return in your next life. You'll gain about 150 coins each time.

There's also a bonus stage in *Nemesis*. On level 2 after the screen becomes full-size, there's a starship. Destroy it. On the ceiling above the starship is a coda. Destroy it. Fly into the center of the destroyed coda. You'll warp to a bonus stage that bypasses the second mini-boss and the Venus Destructo.

Casey and Eric
American Falls, ID

More great hints! What would we do without our readers?

The Castlevania Adventure

In your first issue of the *Strategy Guide* to Game Boy Games, you forgot to mention that in *The Castlevania Adventure* there was a secret room in the *first* stage. On the fifth rope you climb, keep going on through the ceiling to find four candles which contain a coin, heart, 1-up, and crystal ball.

Nathan
Augusta, GA

We didn't mention it because we didn't find it! Thanks for the extra info.

Gargoyle's Quest

I'm having trouble with *Gargoyle's Quest*. How do you use your magic? Also, I noticed that after I beat the eyeballs in the tower, I acquired a boomerang-shaped object. What is it, and how do I use it?

Philip
Perryville, MO

To use your magic (the boomerang one of the three forms of magic), you must first obtain a spell, which will appear on your subscreen (push the Start button to call up the subscreen). Use the control pad to select one of the forms of magic shown. The form you choose will be highlighted with a box. Then return to the game and cast away.

Double Dragon

So far, I have finished nine out of ten games for the Game Boy because of your tips and strategies! I hope you'll try to

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print more tips and hints in the future.

I would like to provide a tip for *Double Dragon*. For Williams, Lindas, and Lopars, punch them two times, kick them once, then do a spin kick. That way you can finish them off quick!

Roger
Flushing, NY

We're printing tips as fast as we can — and a great many of them come from players and readers like you!

Motocross Maniacs

I have found a trick in *Motocross Maniacs*. On level 2A at the half loop (with a "N" on it), use your nitro at the very end of the loop and your tires are below the ground. You won't touch anything!

Aaron
Farmer City, IL

There are a lot of maniacs out there who thank you, Aaron.

Teenage Mutant Ninja Turtles

I have just recently bought *Teenage Mutant Ninja Turtles: Fall of the Foot Clan*. After playing it for awhile, I found a password that lets your turtle regain all the power on his life line. Pause the game and use the control pad to enter the code as follows. Up, Up, Down, Down, Left, Right, Left, Right, B, A. After you enter this code, take the game off Pause and you'll have full power on your life line. Use this code only when it's absolutely necessary because you can only use it once during a game.

I also found some bonus stages hidden in the New York sewers. You mentioned the one by the double barrels in your Vol. 1, No. 3 issue. But there's one in the second part of level one as well. Walk under the pipe until you reach the wall and you'll enter a bonus stage. There's also one in the last part of level one. Walk under the first pipe after the one that you begin this stage under.

Andy
Orlando, FL

Gabe of Canton, OH wrote to let us know that you can also use this code during Nemesis. *At any time during the game, you can enter it to get full weapons, both options, and maximum force fields. But again, you can only use it once.*

Tetris

For all you super *Tetris* players who can beat level 9, here's a tip for you. When you turn on your Game Boy and you choose between one or two players, hold down on the directional pad while you select. By doing this, you'll get speeds of 10-18.

Joseph
Riverside, CA

Since every Game Boy owner has a copy of Tetris, this may be the most helpful tip we've run.

Pen Pals

I'm 13 years old and own an NES and a Game Boy. I would be very happy to hear from anyone who would like to exchange tips, codes, and strategies. I'll answer all letters.

Charles Gray
411 Wooddale Road
Strawberry Plains, TN 37871

GP

We Count on Your Help!

Hey! Look at all the hints *you readers* provided for this issue's Mailbag. Keep 'em coming! Write to us with your hints or questions: Game Boy Mailbag; 300-A South Westgate Drive; Greensboro, NC 27407.

Due to the volume of mail we receive, we regret that we cannot reply to individual requests.

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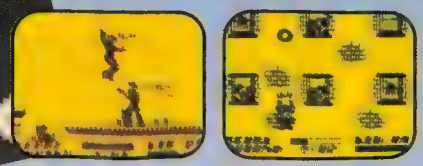

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"Johnny Arcade" Has the *Power*

Fifteen-year-old Stevie Paskoski has one of the coolest jobs available. Not only does he host his own television show, *Video Power*, but playing the latest videogames is part of his job as "Johnny Arcade."

"*Video Power* is all about videogames," Paskoski says. "If people like videogames, they'll love our show. *Video Power* gives people a chance to see the latest videogames before they are released, and even get tips for playing the hottest games."

The half-hour syndicated TV series airs daily, Monday through Friday. It combines live-action videogame news, reviews, celebrity interviews, and game tips with the original animated adventures of the "Power Team."

Paskoski has the opportunity to play games for all of the popular videogame systems, including the Game Boy. His favorite NES title games are action games based on movies, such as *Dick Tracy* and *Total Recall*. His favorite Game Boy titles include *Boxxle* and *The Amazing Spider-man*.

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"One trick I've found," Paskoski says, "which works for almost every videogame, is to avoid reading the manual and just play the game. If you get caught up in a difficult part of the game, then check the manual. This allows you to find your own tricks for beating the games.

"Another trick which works for every game is just to be patient when playing a new game and experiment with different strategies."

When playing *Spider-man*, Paskoski says, "use your 'Spidey Senses' in level two when you're climbing to the roof of the building. This helps you avoid falling objects. Also, be prepared to move quickly out of the way of falling objects. Remember — if you see any hamburgers, be sure to pick them up for extra energy."

For *Boxxle*, Paskoski has discovered the following passwords for starting the game at high levels. To jump directly to level two, the password is DBBD. For level three, type GBBG, and for level four, the password is HBBH. The level-five password is JBBJ.

The Power Team

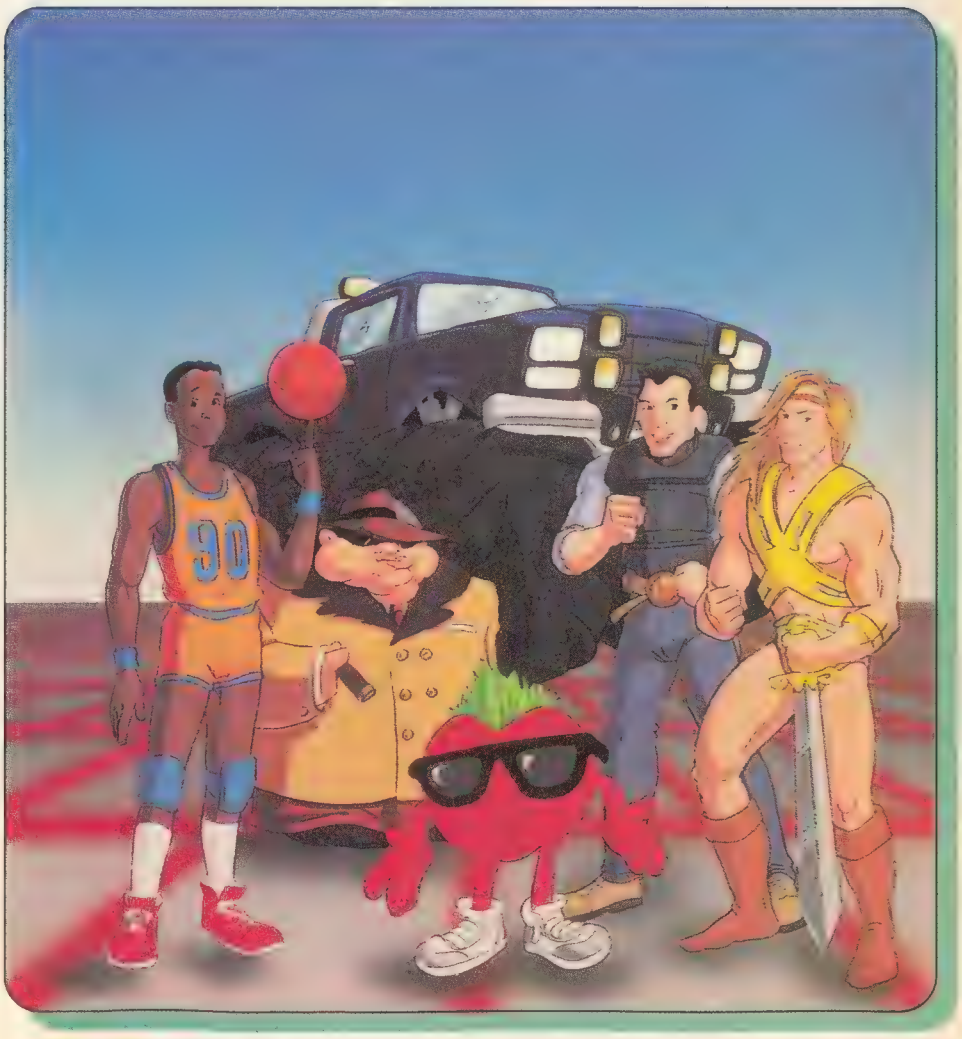
We've already seen how popular TV characters like the Teenage Mutant Ninja Turtles can be turned into Nintendo videogames. But *Video Power's* "Power Team" unites a whole series of characters from different Acclaim games.

Each 15-minute episode stars Kwirk, the walking vegetable from *Kwirk: The Chilled Tomato;* Max Force and Mr. Big, the hero and villain of *NARC;* Kuros, the knight from *Wizards & Warriors, IronSword,* and *Wizards and Warriors X: Fortress of Fear;* Tyrone, a basketball player from *Arch Rivals;* and Bigfoot, the monster pickup truck in *Bigfoot.*

The general storyline of the animated episodes is that Kwirk, Max Force, Kuros, Tyrone, and Bigfoot form a team to foil Mr. Big's evil plans. After each episode, Johnny Arcade returns to close out the show.

Since its premiere episode on October 1, *Video Power* appears every weekday. Because it's a syndicated show (not carried by a major network), it appears on different channels at different times throughout the country. In most places, it will appear at either 7:30 or 8 a.m. or 4 or 4:30 p.m. The company producing the show, Bohbot Productions, predicts an audience of 2.2 million viewers.

GP



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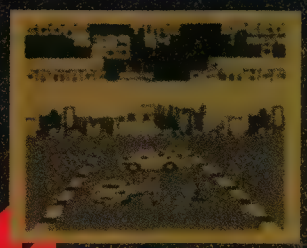

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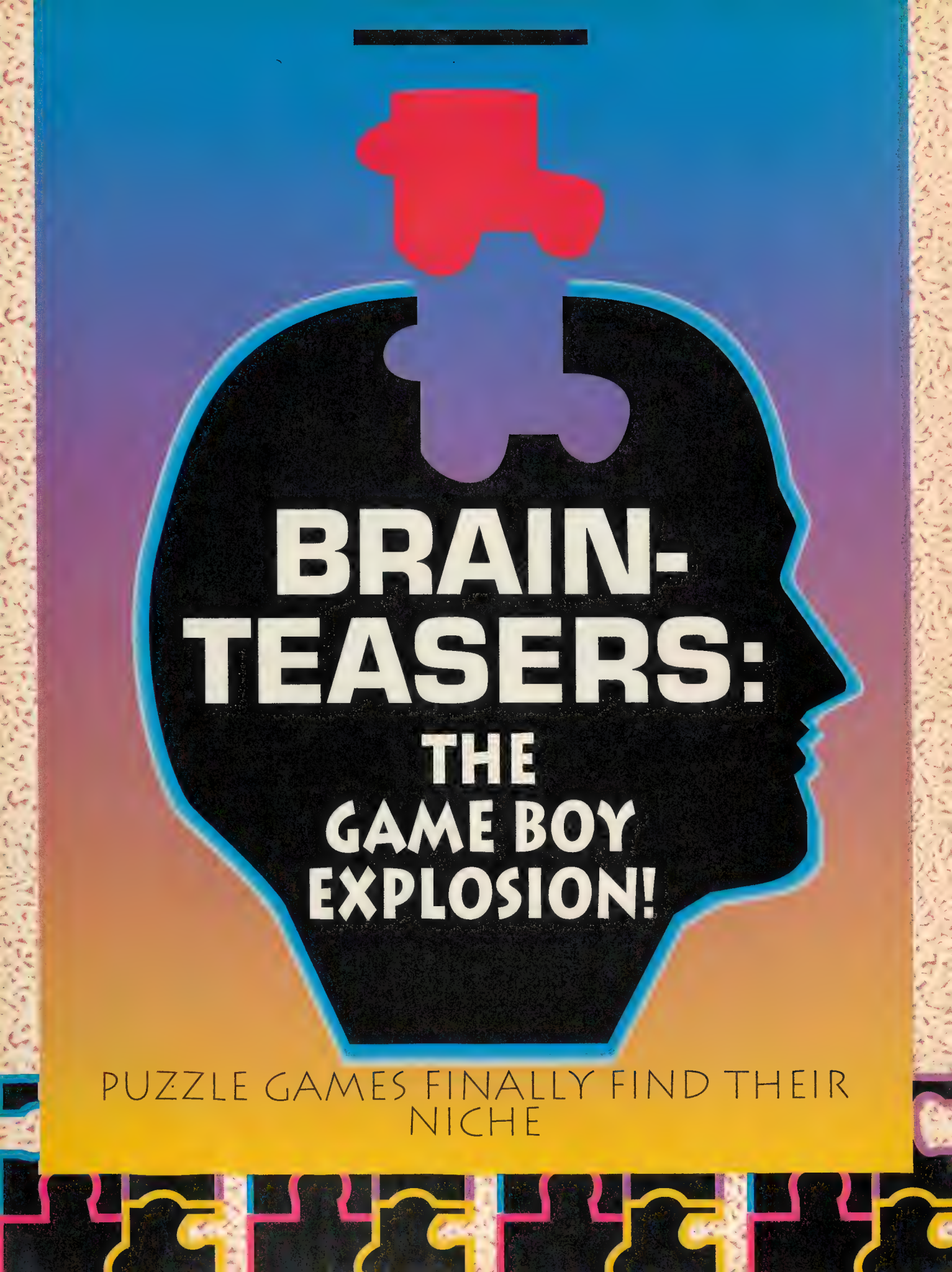

BRAIN-
TEASERS:
THE
GAME BOY
EXPLOSION!
PUZZLE GAMES FINALLY FIND THEIR NICHE

We knew we were out there. While everyone else was playing *The Legend of Zelda* or *Double Dragon*, we were quietly sliding blocks into place with *Tetris*.

We were the silent majority — the puzzle freaks. No fast coordination for us. No sore thumbs from banging on the A button. No building up experience points only to be killed by drinking a red potion instead of a blue one. No way.

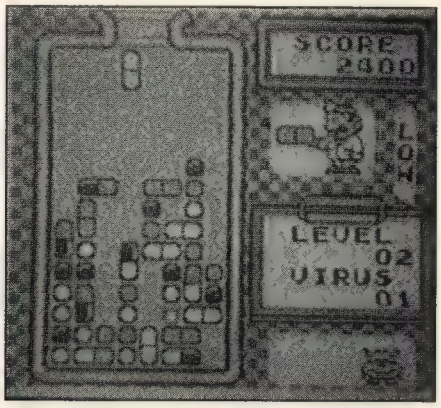
Instead, we conundrum lovers enjoy the delicate torture of finding our way out of mazes, of working intricate shapes into even rows, or creating complex loops or pipelines. Luckily, there are as many puzzle games available for Game Boy as there are arcade games. And while Game Boy's little size sometimes impedes an action game, puzzle games become more intimate on the small screen.

Best of all, the baffling puzzle titles available for Game Boy are *good*. Many have totally original premises, and even the ones derived from board games or other videogames are well-done. So dig in, problem-solver fans! Here's a buyer's guide of the puzzle games available for Game Boy.

Dr. Mario

Probably the most anxiously awaited puzzle game is this title starring everyone's favorite plumber, Mario. But this time Mario has traded in his wrench for a stethoscope and a prescription pad. But even in the sterile environment of a hospital he can't seem to stay out of trouble. One of his virus experiments has gone haywire, and the little germs are spreading quickly. Luckily, Mario has developed vitamins that can kill the viruses on contact.

As **Nintendo's** *Dr. Mario* begins, you're shown a jar containing some of the runaway viruses. There are three kinds — black, white, and gray. You have six kinds of vitamin capsules to use against the viruses, each made up of two colors. A capsule can be all black, all white, all gray, or a combination of two of those three colors.



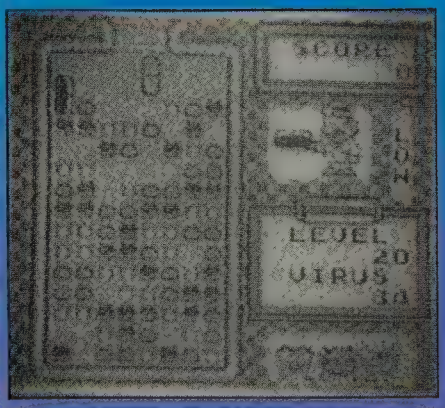
At the start of each level the three kinds of viruses are displayed in the bottom right corner. When you eliminate all of one kind of virus, it disappears from the screen.

As Dr. Mario stands in the upper right-hand corner of the screen, he tosses vitamin capsules into the jar. As a capsule descends, you can move it left or right with the directional pad, while the A and B buttons rotate the capsule clockwise or counterclockwise. You can also make a capsule drop faster by pressing down on the directional pad.

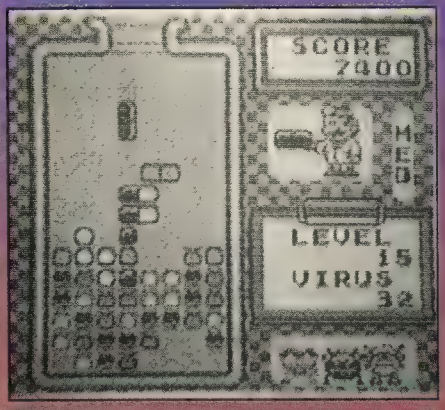
The goal of *Dr. Mario* is to eliminate all the viruses by forming a row of four or more sections of the same color. When a row is formed, it disappears from the screen, and if only half of a capsule was used in the row, the other half drops until it lands on a virus, another capsule, or the bottom of the jar. Though any row of four or more disappears, you only earn points if your row contained a virus. When all the viruses in the bottle are eliminated, you move on to the next level.

You can start the game on any of 20 virus levels. At the lowest level there are only four viruses in the jar, and even an unskilled player can quickly eliminate them. But once you've cleared the biological baddies from one jar,

From this screen you can select the number of viruses to eliminate, the speed at which the vitamin capsules fall, and the background music (if any).



At the highest level you have to eliminate 84 viruses, and there's no room for even the smallest error.



Here's a perfect example of the domino effect. Turn the black capsule to the vertical to complete one row, and the white capsule will drop to complete another row. That causes the gray capsule to fall and — presto! — finish a third, horizontal row.

you'represented with another jar that contains four more viruses than the last one. This continues (if you're successful) until the 20th level, where you're faced with 84 viruses crammed in until they almost reach the top of the bottle. Just the sight of that many viruses on a Game Boy screen is unnerving in itself.

Although it's easier to create vertical rows, you can get to viruses that have been covered with an unlike color more quickly if you use a horizontal row. And time is definitely a factor —the speed at which the capsules drop is increased slightly after every ten pills.

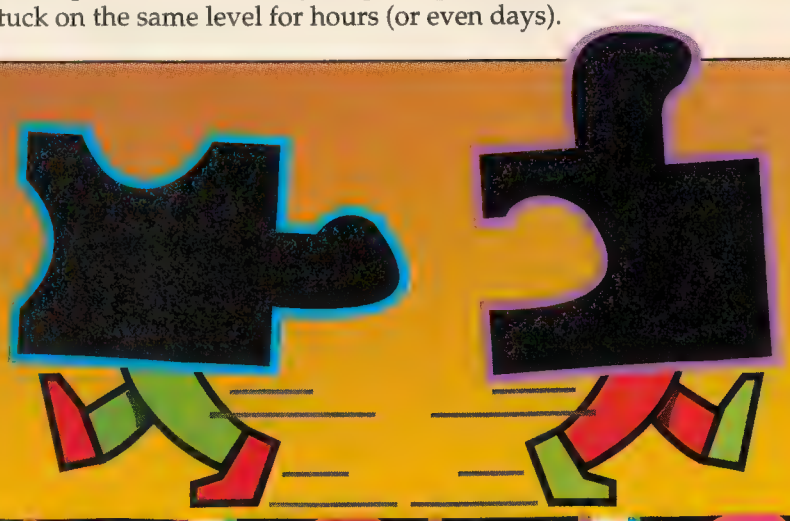
After Dr. Mario tosses a capsule into the bottle, the next capsule he tosses appears in his hand. Since he won't toss it until the first capsule lands, it's a good idea not to speed up the capsule's descent by pressing down on the directional pad. That way you'll have plenty of time to figure out the best place for the next capsule to land, taking in to account the placement of the first capsule to boot. The only exception to this rule is if you're competing head-to-head against another player.

In the two-player mode, each player is given identical vitamin bottles, and the capsules drop in the same order for both players. From there it's basically a race to see who can destroy all of his or her viruses first — but there's a slight twist. Eliminate two or more rows with one capsule, and random pieces fall into your opponent's bottle. A piece falls for every row you clear; clear three rows with one capsule, and your opponent has three more colored pieces with which to deal.

If your opponent's jar is filled to the top, you win the game, even if you still have viruses remaining in your bottle. The first player to win two out of three games wins the match. You can set the speed and number of viruses differently for each player, so a less experienced player can compete on an even basis against a more skilled player.

Dr. Mario comes with two soundtracks to choose from, appropriately named "Fever" and "Chill" (there's also an option for no music). "Fever" is a rolling, fast-paced boogie number, while "Chill" is much slower and more workmanlike.

Dr. Mario has gotten some criticism because basically the game is filled with drugs. Of course the pills are vitamins, but Mario's new profession might have been ill-advised. But if the capsule use is explained to any younger children who question it, *Dr. Mario* is a good family game. It's simple to learn and *very* tough to quit playing — even if you've been stuck on the same level for hours (or even days).



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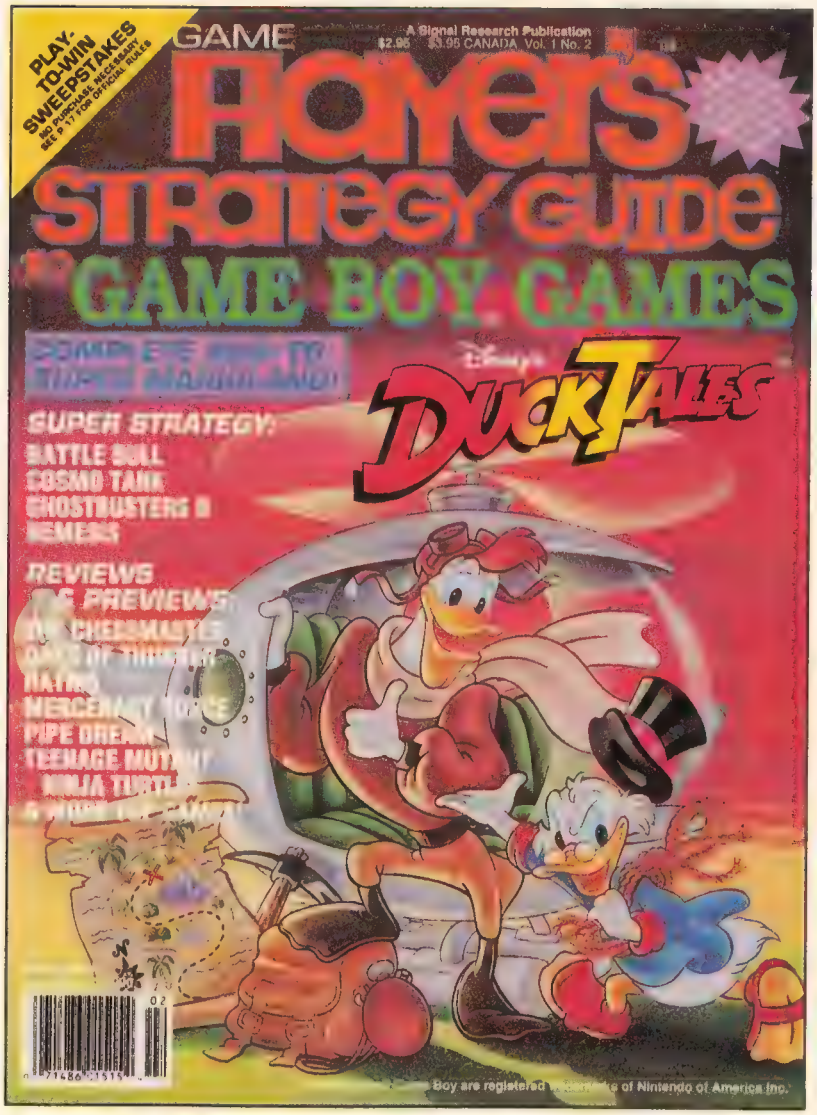

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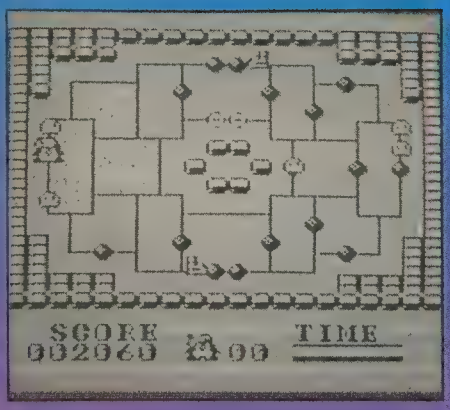
The Amazing Penguin



The happy-go-lucky kingdom of the penguins is about to heat up — it's been invaded by Borbon the Great, a wizard who has animated ordinary objects to form his evil army. Pencils, erasers, crayons, and paper clips are chipping away at the kingdom's corridors, and none of the penguins is brave enough to face the army.

The king knows what he must do: He sends his son, Prince Pendrich, to face the wizard. Fortunately, in addition to being royalty, Pendrich is also the fastest and strongest penguin in the kingdom.

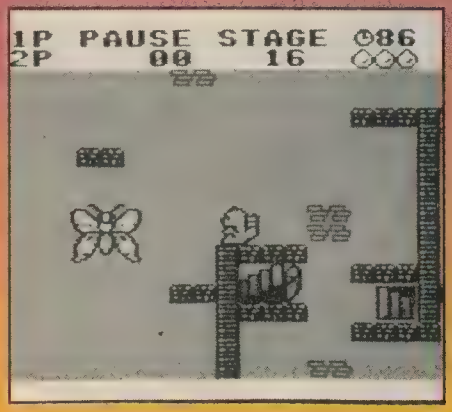
If you played the game "Corners" with a friend at school, then you'll have an edge with **Natsume's** first Game Boy title, *The Amazing Penguin*. Lines of dots are drawn in a grid, and two competitors take turns drawing lines joining two dots. Before long the lines become squares, then groups of squares. (You get the idea).

Pendrich must travel through different mazes, ridding each one of enemies and the crests placed throughout the lines. Each time he skates around the lines of a panel, it's filled in with a pattern. Once all the panels are filled, he advances to the next maze.

There are 40 rooms in all, and each is more difficult than the one before. Luckily, there's a password given after every completed room. At the end of the labyrinth, Pendrich meets Borbon the Great.

The Amazing Penguin takes a simple concept and runs with it. After the first room, the mazes are complicated enough to hold the interest of adults as well as children. And don't be fooled by the simple line drawings. The patterns of the filled panels constantly change, like a crazy quilt of calicos. As an added bonus, every now and then the panels form a cartoon featuring the cheerful little animals of Pendrich's kingdom, including the prince himself. (Is that a tam o'shanter on his head? Or a beanie-crown?)

Boomer's Adventure in Asmik World



Once peaceful and sunny, the kingdom of Asmik World — inhabited by people evolved from dinosaurs — is now dark, cold, and rainy. The gloom began one day when the evil Lord Zoozoon erected a great tower in the kingdom to control the climate.

As Boomer, the hero of **Asmik's** *Boomer's Adventure in Asmik World*, you progress through a series of mazes, each representing another level in Zoozoon's tower. To move to the next level, you must find the key that unlocks the door to that maze. There's only one problem: The key is buried — and it could be anywhere.

Luckily, Boomer is quite a good little digger. Of course, it would take an awfully long time to dig up every bit of each maze, but if you can find the right equipment, you won't have to. As you wind through each level, look for a compass to point you toward the key's hidden location, or a detector that beeps when you near the right spot.

Although you can't beat Zoozoon's henchmen in battle, you can outsmart them by digging holes in their path, then sneaking up and covering the holes when they fall in. You can also hurl bones and boomerangs at the enemy — although some of the bad guys are only stunned by such an attack.

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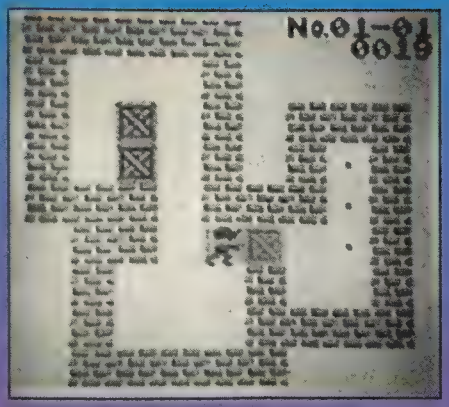
Boxxle



The game market may be full of flashy action games, but *Tetris* proved that there's always room for a good puzzle game — as long as the concept is both challenging and interesting.

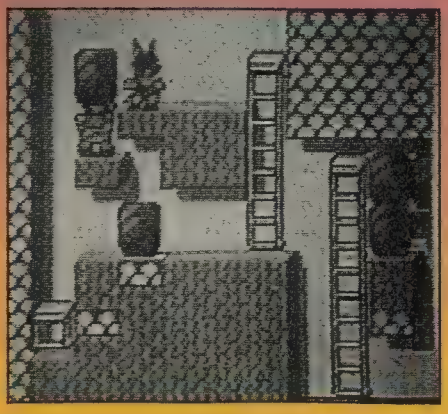
Boxxle, like *Tetris*, is based on a simple idea. Each screen consists of an oddly shaped storage room in which a few crates are scattered. Your job is to move the crates to predetermined positions marked with dots. To rearrange the crates, you control a tireless warehouse worker named Willy. Although Willy can push the boxes in any direction, he can't pull or lift them. So if he pushes a crate against a wall, he won't be able to move it again since he can't pull the crate or get behind it to push it. As a result, solving each room in *Boxxle* requires careful planning, or plenty of trial and error — and usually both.

When you finish a room, you get a password so you can resume the game later. But instead of taking you back to the last room you finished, the password always returns you to the first room in that area. From there, you can flip through all ten rooms in the area and choose one you haven't solved.

There's no doubt that *Boxxle* is challenging — in fact, **FCI** recalled its original version and released an easier edition of the game. But though some rooms may seem impossible to solve, there's always a logical solution. But *Boxxle's* 108 screens vary only in the number and arrangement of the crates and the shape of the rooms, so it's a game to be played for short periods over a long period of time, rather thanin one massive crate-shoving afternoon.

Although *Boxxle* lets you design up to three rooms of your own, this feature doesn't add much variety. For one thing, the customized rooms aren't connected with the rest of the game. And since it's very easy to create a room that's impossible to complete, you need to have solved the puzzle mentally before you can even start solving it with Willy.

Catrap



Long ago there was a land called the Forbidden Area, where monsters freely roamed. Suddenly, they disappeared.

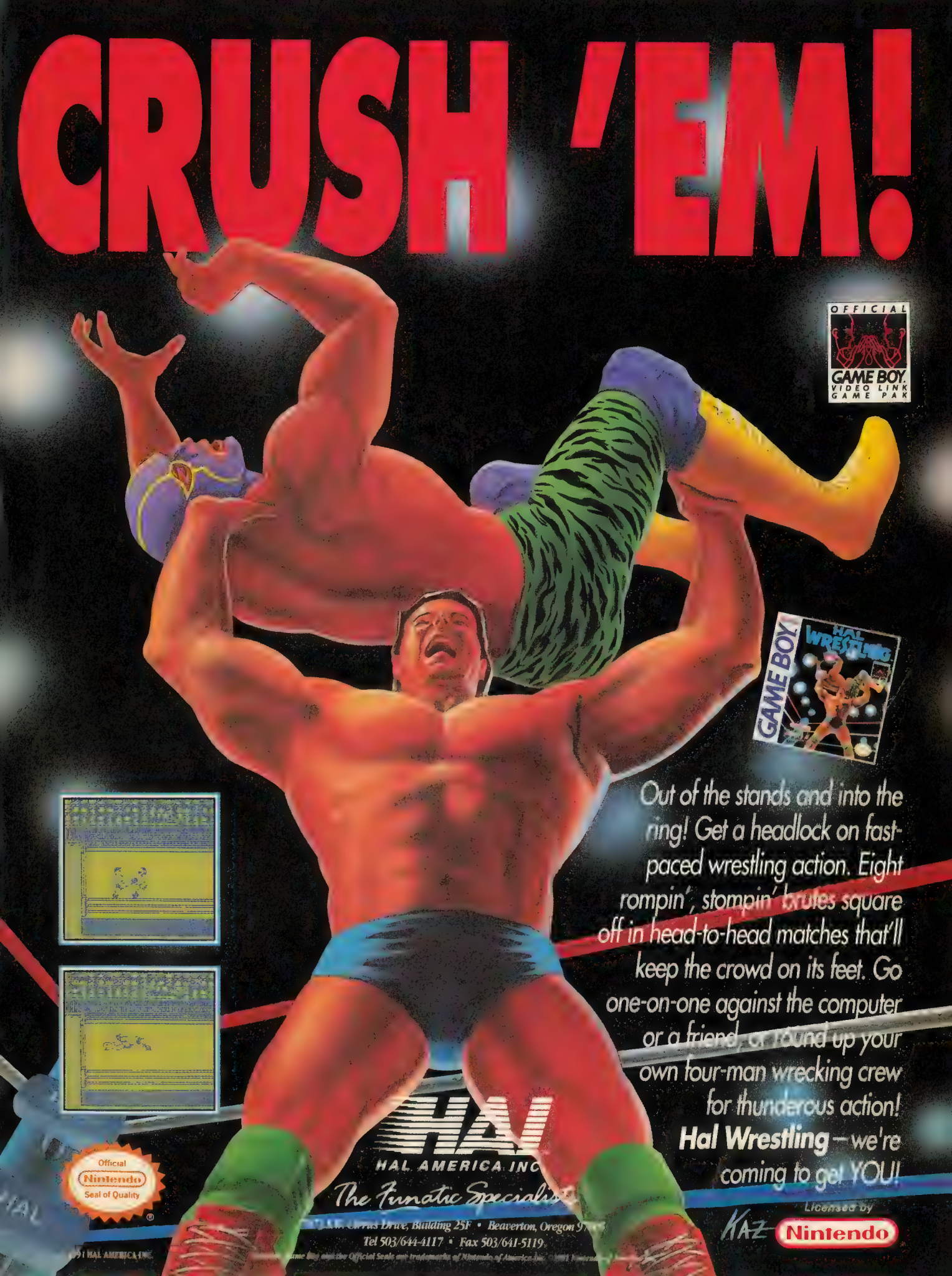
Disappeared, that is, until two young explorers stumbled upon a cave filled with sleeping monsters. When the maddened creatures awoke, they put a curse on the adventurers, turning them into cats, and banishing them to an underground maze.

Catgirl and Catboy's only hope of breaking the curse is to find their way out of the maze — all 100 rooms of it. Not only are there terrible beasts throughout the maze, but some rooms also contain pits and obstacles. Your job is to help the two feline-humans work through the maze room by room, pushing blocks into positions where they can fill holes and squash monsters.

Asmik's *Catrap* is much like Acclaim's *Kwirk: The Chilled Tomato* for Game Boy. However, since there are monsters to use and dispose of in *Catrap*, your strategy is quite different. Then, too, the rooms aren't seen just from an overhead view. In *Catrap* there are ladders to climb, and you can drop rocks on your enemies instead of having to catch them against a wall.

Another interesting feature in *Catrap* lets you design your own mazes by editing the game's many rooms. Don't like the number of monsters?

CRUSH 'EM!



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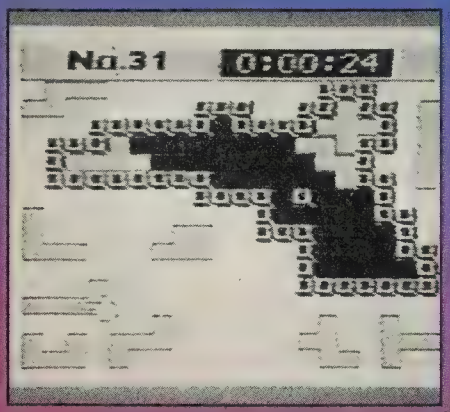
Change their number. Can't make it over that wide pit? Change the room into one *you* like and then challenge a friend to solve it.

If you enjoy this type of mind game, you won't be disappointed with *Catrap*. The different puzzles take some thought, but none is impossible if you take the time to plan your moves. And since you can attempt each puzzle as many times as you wish, you'll never lose any progress. The characters themselves — the stout little enemies and the pointy-eared hero and heroine — have a certain charm.

Daedalian Opus



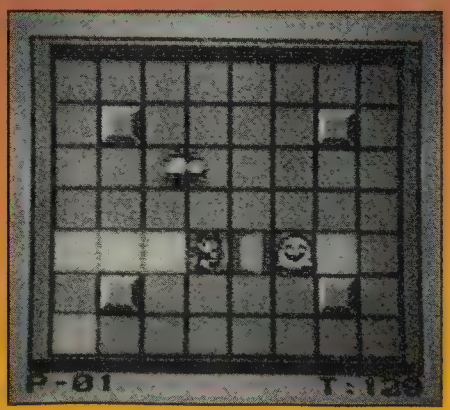
The people of Daedalus truly appreciate a sense of order. For them, the world is a place of symmetry and balance, where all creatures and things fit into a seamless tapestry. But to gain true awareness, each Daedalian must be tested by solving the puzzles of the 42 island houses. Such a test is the basis of *Daedalian Opus* from **Vic Tokai**.

The shape of each puzzle house varies; you're given the boundaries of the island and must place geometric Daedalian blocks within the shape to fill it. The first house is a simple rectangle, and you have only three pieces to fill it. The next house requires four pieces, and so on — each new house requires an additional piece, until you have a dozen or more blocks to maneuver within a house.

You're in the apprentice stage until you reach 12 pieces, and the puzzle house shapes, to this point, are relatively simple. But once you leave your apprenticeship, the puzzles become much more complex, with irregular shapes and randomly placed obstacles.

Because of the number and variety of the pieces, there's often more than one way to solve each puzzle. The game booklet even includes a few pages on which to graph your solutions, so that you can go back and try other ways of solving a particular house. There's also a password feature that allows you to resume your game without having to start over.

Dexterity



Though its title would seem to imply that this game requires a certain ability to coordinate perception and hand movements, *Dexterity* instead requires the simple ability to run around a grid of squares.

The object of the **SNK** game is for you to turn each of the squares to its opposite color by running over it. Certain moves cause all of the squares in a row or column to change color simultaneously, and certain blocks are permanent and can't be changed. It's also impossible to flip two blocks in opposite directions at the same time.

However, as fast as you change the blocks' colors, monsters are running around that same grid, changing the squares back to their original colors. If you run into a monster, you lose a life. But if you can change the entire row of squares where a monster is located, the beast is temporarily halted. You can also stun a monster by catching it between black squares.

Trying to stay ahead of the 30 levels of monsters can be quite challenging. Just when you think you've got the entire grid covered, a monster pops up in some corner and foils you again.

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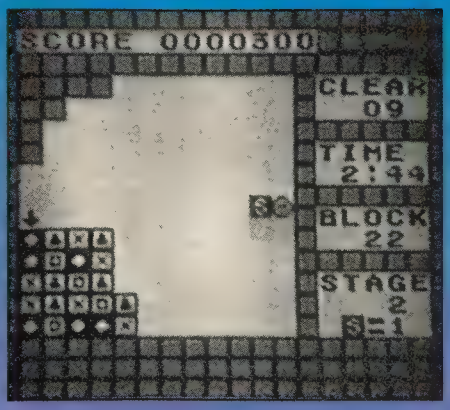
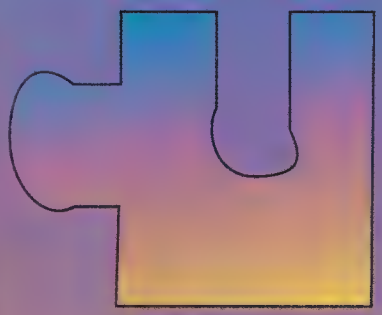
Flipull





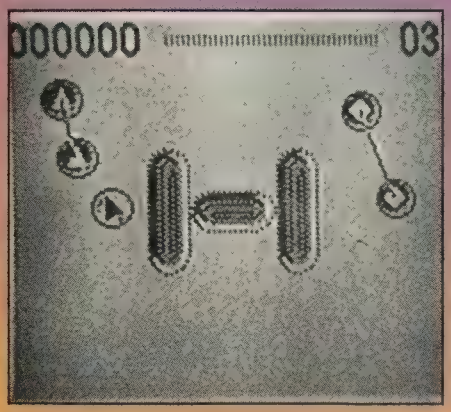
Flipull begins with a large configuration of cubes on the left of the screen, each cube marked with one of four designs. You control a small block on the right side of the screen, which you must flip over to the left into the pile. You can shoot the block into the other cubes horizontally or bounce it off the ceiling so it hits them vertically.

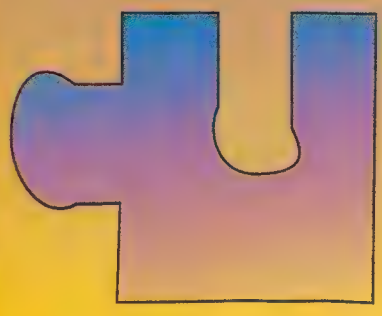
The object of this **Taito** game is to eliminate cubes by flipping your block into a matching cube on the perimeter of the stack. Each time you toss a block, the cube to the left of the one you knocked out is tossed back to you and the two matching cubes disappear. You complete a room by decreasing the original configuration into a predetermined number of cubes. But you have to make sure that the block you receive has a match on the perimeter of the stack.

A time limit for clearing each room keeps things moving. The game ends either when time runs out or your block doesn't match any perimeter block. But don't despair — you can earn extra points by knocking out more than one block at a time or by completing a puzzle before time runs out. There aren't any passwords, but a continue feature allows you three losses before you have to restart at level one.

Flipull takes a little getting used to, despite its simple premise. The blocks change position quickly, and sometimes it's difficult to follow the changing configurations. And after you've mastered the concept, you might find the game repetitious. But if you're a puzzle fan, *Flipull* is unique and creative.

The Game of Harmony





If you're the type of game player who likes to blast invading aliens and ruthless terrorists to bits, read no further. *The Game of Harmony* seeks to help you find a peaceful and contemplative center. Here you don't destroy, but rather gently nudge, floating spheres — labeled with different shapes — into harmonious contact.

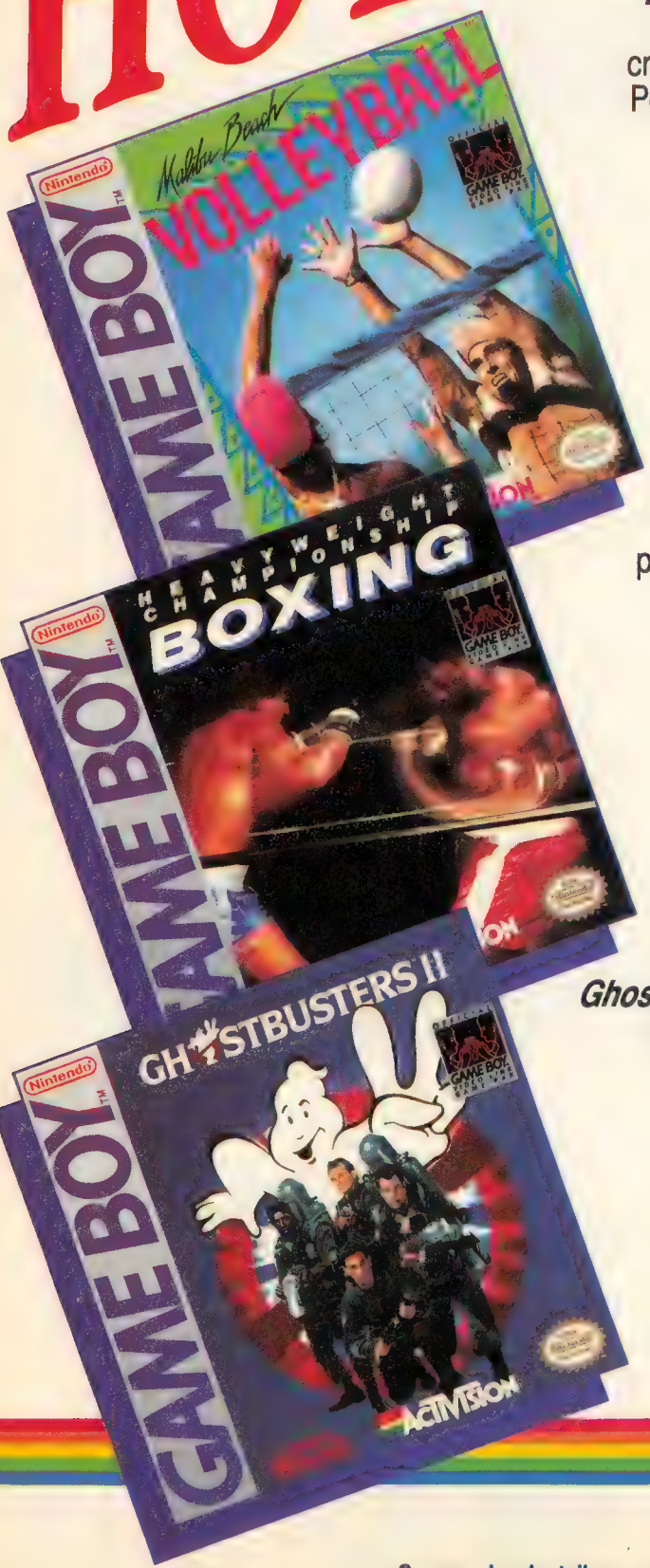
Sound like just the antidote for the trials and tribulations of life? Well, maybe. The truth is, **Accolade's** *The Game of Harmony* doesn't so much relieve tension as redirect it. Granted, you don't destroy anything directly, but if you don't manage to guide the different spheres together within a certain time limit, the spheres explode with tension, you lose energy, and you won't get any points.

You control "the seeker," a rotating sphere which can be moved into any position on the wraparound playing area. In a sense, the seeker acts in much the same way as the cue ball in pool. The speed and angle with which you strike another sphere determines how that second sphere reacts.

To complicate matters, most of the 50 stages feature geometric forms around which you must maneuver both the seeker and the object spheres. Some spheres may even be tethered to one or more other spheres by elastic threads. Hitting one of these spheres causes all other spheres attached to it to react in unpredictable ways.

It would seem that the deck is stacked against you, but there are a couple of points on your side. For example, if you combine two spheres

HOT GAME BOY ACTION!



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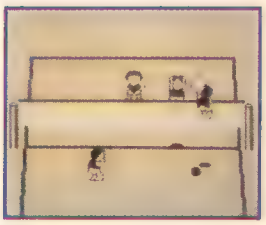
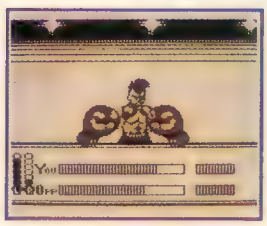
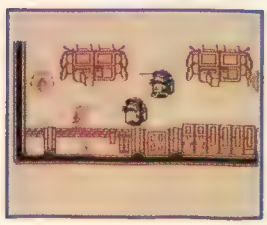
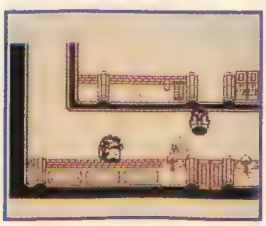


Heavyweight Championship Boxing. You've got hooks, jabs, uppercuts—plus a special knockout punch you select for each fight. Knockout, bash-'em boxing with 6 bad bruisers. 2 views of the action!
1st and Only Game Boy Boxing Game!



Ghostbusters II. All the best scenes from the hit movie. Battle Vigo and his slimy forces in all of New York's favorite "haunts," from the subway to the Museum of Art. Nonstop blockbuster Ghostbusters action.
Best Game Boy Graphics Ever!





ACTIVISION

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with different shapes, it creates a small power pod which you can consume for extra energy. Beyond this, there are bonus screens with nothing but power pods for the taking, as well as power pods that randomly appear throughout the game.

The Game of Harmony is interesting and a true challenge. And the unique premise of the game's philosophy — the prevention of destruction — sets the game off from most others.

Heiankyo Alien

The setting for **Meldac's** *Heiankyo Alien* is the peaceful city of Kyo, about 1,000 years ago. Town security is entrusted to a *kebiishi*, a kind of medieval night watchman. One night, a spaceship full of aliens lands, and the streets are soon crawling with ravenous critters who are mostly mouth and sharp teeth.

To rid Kyo of this scourge, the *kebiishi* devises a plan: He'll take a shovel, dig holes in the streets, and, when the aliens fall into the holes, run up and bury them. But the Samurai with a shovel has to be quick because the aliens soon scramble out of the holes. Even while he's digging, other aliens are roaming, jaws snapping and claws clawing.

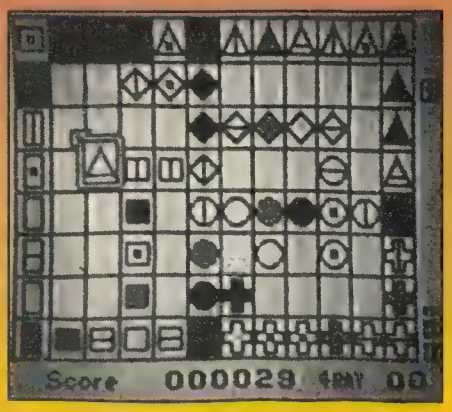
There are 12 rounds of play and two different styles of game you can choose. One, called the "old" mode, features simple graphics and is derived from the original Japanese game, in which village streets are black lines and characters hardly more than moving dots.

The "new" style features some of the nicest graphics to be found in any Game Boy game — atmospheric village scenes, a *kebiishi* figure who would do credit to a Warner Brothers cartoon, and neat little aliens. There are a couple of added game features as well.

The "old" style may actually be better for learning the game. With its simple graphics, it looks and plays a little like *Pac Man*. There is also a two-person link-up mode that makes for a very lively game.

An unusual amount of care went into this product. If you can dig it, so to speak, you may find *Heiankyo Alien* rather lovable. From the storyline to the graphics to the box-art, this off beat game has a charm all its own, a nice change for those tired of the more common fare.

Ishido: The Way of Stones



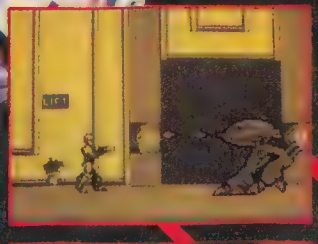
Ishido is a contemplative board game from the Far East that emphasizes strategy and defensive tactics. But although there's no slashing or hacking, you may get hooked on this intriguing game anyway.

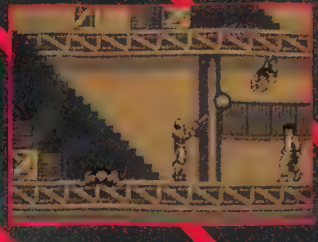
Ishido has only a few simple rules for play, so it's relatively easy to get started. But when you start plotting one of the seemingly endless number of strategies for the **Nexoft** game, you'll realize that there's a lot more to *Ishido* than is apparent at first.

Ishido is played on a board divided into 96 squares. The playing pieces are 72 stones, each with one of six symbols and patterns (two of each on every stone). All you have to do is place stones on the board so that they match other stones. If it sounds simple, think again. When you match two stones, either the pattern or the symbol must match. But the real points in *Ishido* are made by multiple matching.

ROBOCOP

ON THE GAME BOY



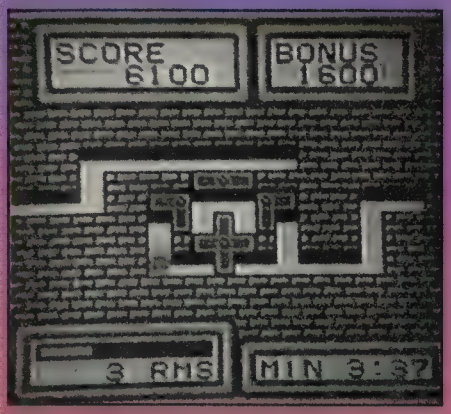


ocean

With a two-way match, a stone's pattern must match that of one adjacent stone, while its symbol must match the symbol of another adjacent stone. The big point-winner is the four-way match, where you match two symbols and two patterns on the four adjacent stones. You should try to get as many four-way matches as possible early in the game because each consecutive four-way match earns progressively more points. It's also a lot easier to make four-way matches when the board is relatively empty.

You can play a solitaire game of *Ishido* to develop your strategies, but the real fun comes in playing against the computer or against a friend using the video link cable. No matter what version you decide to play, though, don't be surprised if you start skipping meals and forgetting appointments just to get in a few more games.

Kwirk: The Chilled Tomato



From **Acclaim** — the company that offers such popular Nintendo games as *Double Dragon II* and *IronSword* — comes a Game Boy title that has much of the same wit, style, and challenging game play.

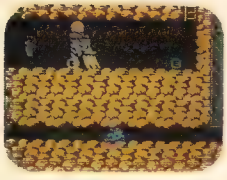
As the adventure begins, our hero Kwirk and his girlfriend Tammy (a pair of walking tomatoes) are exploring an underground labyrinth. Suddenly, Tammy vanishes. Kwirk must search through the rooms of the maze to find her. Fortunately, Kwirk has some friends — including Curly Carrot and Eddie Eggplant — who occasionally pop up to help with a particularly challenging room.

The rooms consist of random layouts of walls, turnstiles, holes, and blocks. The object is to maneuver through the turnstiles and around the walls to reach the exit. Large blocks can be shoved into the holes so Kwirk can race over them. When you're joined by your friends, the trick is to get all two, three, or four of you out of the room so you can advance to the next level.

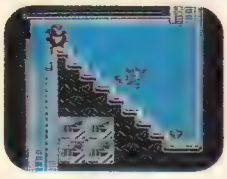
Kwirk is actually two games in one. The most straightforward variation is called "Going Up?". Your goal is to journey upward through an underground maze with ten floors, but you can start on any floor you want. On each floor, you find yourself in a room that has various obstacles and a small staircase. You must move the obstacles in order to reach the staircase. Naturally, the obstacles are arranged differently in every room. There are ten of these rooms for each of the three difficulty levels (easy, average, and hard).

The "Heading Out?" section of the game has a series of rooms connected like a tunnel. As you move forward, you keep encountering rooms with turnstiles and obstacles blocking your path. Each of the three difficulty levels has 99 rooms, and you can choose how many rooms you want to tackle.

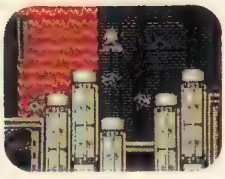
MegaMan® 3. Anything else you need to know?



You'll slide through secret tunnels to avoid bulldozing robots.



It's hard to top TopMan's dangerous spins.



You and your sidekick Rush will fly over enemy territory to avoid the walking time bombs.

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

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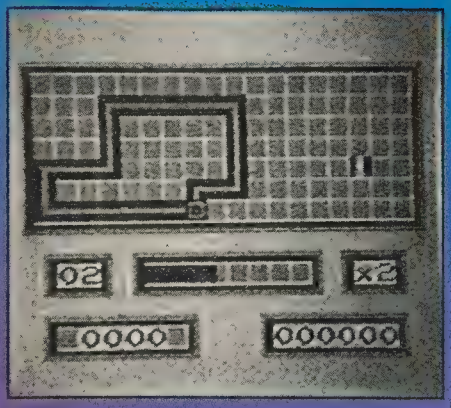
Loopz



The newest puzzle game from **Mindscape** will have you running around in circles — on purpose.

Like most games in the puzzle genre, the idea behind the action in *Loopz* is simple. As randomly shaped pieces appear on-screen, you must place the pieces to form a loop. Once you complete a loop, it disappears from the screen to give you more room to work.

The trick is to rotate the pieces and move them around the playing field to construct *complicated* loops because your point total is based on the loops' complexity. If you can't place a piece before time runs out, your turn ends. Three failures, and the game is over.

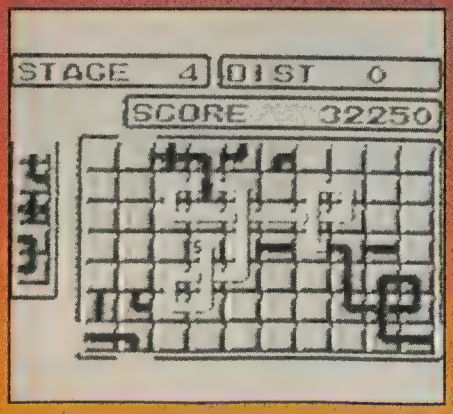
There are three one-player games in *Loopz*, and each one offers a different format for testing your loop-making proclivity. Start out in game A, where you have ten levels of play from which to choose. The higher the level, the shorter the time limit, but you earn more points for each loop on the higher levels. If you complete 25 loops on this level, you're rewarded with an extra life.

In game B, you start out on level 0, but for every 10 loops you complete, you move up a level. Again, 25 loops earns an extra life for you. Game B also has two bonus rounds.

Game C is a little trickier. A complex loop is seen briefly on-screen when the action starts. Pay attention as pieces are removed from the loop because your goal is to put them back in the right place to duplicate the original loop. If you can't place a piece, another section of pieces is removed from the screen. You can earn an extra life for every 10 screens you complete at this level, but the puzzles get harder as the levels increase.

Mindscape's first entry into the puzzle market should be a hit, especially with fans of *Pipe Dream*, a similar game from Bullet-Proof Software. The multiple levels of play only multiply the loopy fun in *Loopz*.

Pipe Dream



From the files of "you have to play it to believe it" comes *Pipe Dream*, a game with the most unlikely sounding storyline in quite a while. However, take our word for it — *Pipe Dream* is oozing good fun.

The PC version of this strategy game won awards throughout the industry for its clever concept and flawless execution. Now *Pipe Dream* is available for NES and Game Boy from **Bullet-Proof Software**. In this sewage adventure, you're a plumber who must deal with some major clogs. Luckily, there's a sewer cleaner called *flooz* that can be driven through the pipes — but only if you can construct an emergency pipeline using spare pipe.

You start constructing your pipeline from a set point on a grid, and the available spare pieces are stacked on the screen. There are curvy pieces, straight pipe (both vertical and horizontal), and crosspieces through which the flooz can flow both ways.

The key to a high score is to look beyond the immediate piece and try to place pipe several squares ahead. The more complex your pipeline, the more points you'll score. And if you can make the flooz flow both ways through a crosspiece, you'll rack up big points.

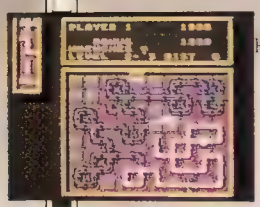
The 36 levels become harder as you advance. The flooz not only starts

"...it's just as addicting as *Tetris.*™"
—*Nintendo Power*™ *May/June 1990*

GET READY FOR
A MIND-WRENCHING
EXPERIENCE.

PIPE DREAM.™

WHAT IF YOU HAD A WHOLE WAREHOUSE FULL OF PLUMBING PARTS COMING AT YOU? AND YOU HAD TO BUILD A HUGE PIPELINE OUT OF THEM? WHAT IF THERE WAS A BIG PUDDLE OF SLIMY GREEN STUFF CALLED *FLOOZ?* AND IT WAS RUNNING THROUGH THE PIPES *RIGHT* BEHIND YOU? WELL, THAT'S THE WHOLE IDEA BEHIND *PIPE DREAM.* IT HAS BASIC, EXPERT, AND TWO-PLAYER MODES. IT HAS 256 LEVELS TO GET INTO. AND YOU GET BONUS ROUNDS EVERY FOUR LEVELS. YOU ALREADY KNOW WHAT *NINTENDO POWER* MAGAZINE SAYS ABOUT IT. BUT THERE'S ONLY ONE WAY TO SEE HOW INTENSE *PIPE DREAM* REALLY IS. GO DOWN TO YOUR NES®/GAME BOY™ DEALER AND SEE FOR YOURSELF.



It takes about five seconds to get the idea. It can take a lifetime to get good at it. Really good.

BULLET-PROOF SOFTWARE™

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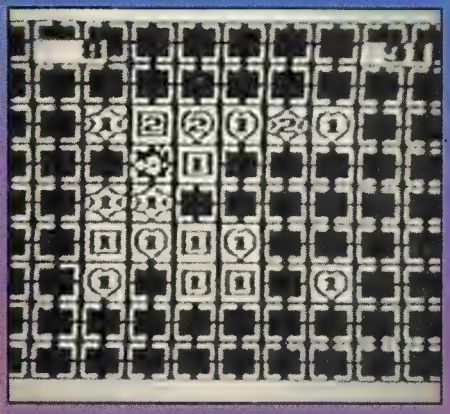
flowing faster, but the number of pieces on display shrinks. On level one, you can see five pieces, but on level five, you can see only one. But there are rewards in the advanced levels. You'll find one-way pipes that are worth 100 points if you use them; bonus pipes worth 400 points; reservoirs and tunnels on the grid that you can incorporate into your pipeline for 200 and 800 points, respectively; and end pieces worth 1600 points if you can finish your pipeline with them.

If all plumbers had this much fun, they wouldn't charge such high prices.

QBillion



Seta's *QBillion* is a puzzle game with a three-dimensional twist. You control a character named Mr. Mouse who must solve a series of puzzles by sliding blocks into place. But unlike many such games, in *QBillion* there can be as many as four blocks in a stack.

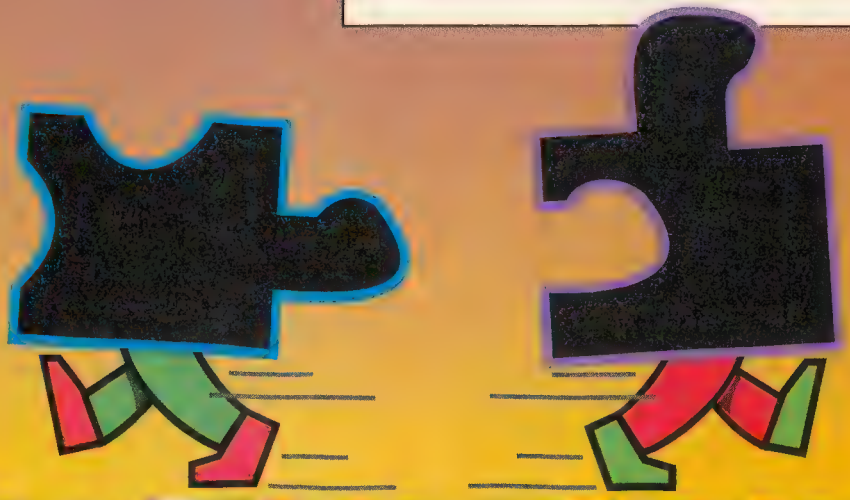
Each puzzle is made up of piles of blocks on a grid. The blocks are numbered to indicate how many layers make up each stack. A three, for instance, means that there are three blocks in that stack. The object of the game is to move all the blocks until they form a single layer.

Since Mr. Mouse is only strong enough to move one block at a time, and since he can only push blocks from one layer down, he can only move a fourth-level block if he's standing on a third-level block. The catch, though, is that you can't restack blocks that have already been reduced to a single layer.

Some of the blocks have symbols on them, and these must be matched and erased from the board by pushing blocks with similar symbols into groups of at least four. Once the blocks are properly grouped, they begin flashing and disappear when you press the B button.

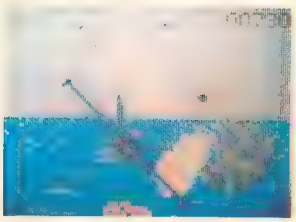
Not only are there 120 levels of puzzles, but there is also a tic-tac-toe game and an edit mode. In tic-tac-toe, you play against the computer. To place your mark in a tic-tac-toe square you must win the square by solving a puzzle and earning 50 points. The edit feature allows you to create your own puzzles.

In *QBillion* a single wrong move can result in a dead end, so you have to plan several moves ahead to be sure you don't get stuck. You'll probably get stuck quite a few times at first, but don't get discouraged — you'll soon get the hang of it and start enjoying the challenge.

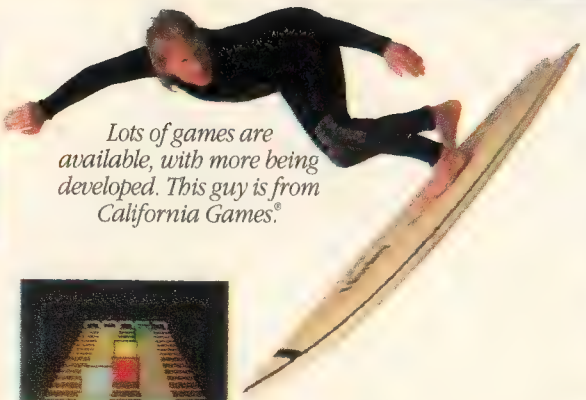


Lynx Eats Boy's Lunch.

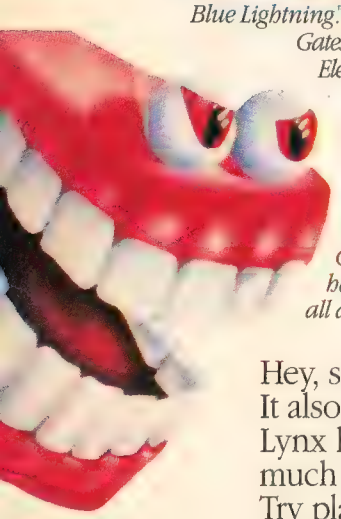
Lynx plays games in living, pulsing color. Next to Lynx, GameBoy's yellow and black screen is primitive.



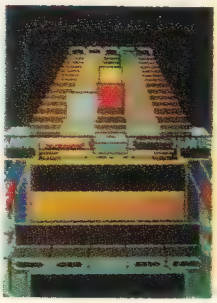
Blue Lightning.™ We also have Gates of Zendocon, ElectroCop™ and Gauntlet.®



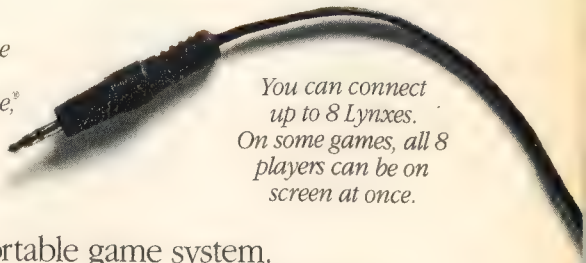
Lots of games are available, with more being developed. This guy is from California Games.®



Chip's Challenge™ has 144 levels, all dangerous.



Introducing Klax,™ the arcade hit. Zarlor Mercenary,™ Rampage,® Xenophobe™ and Vindicators™ are coming soon.



You can connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.

Hey, sorry GameBoy.™ But Lynx™ is the first color portable game system. It also happens to be a lot more exciting than most home video game systems. Lynx has high definition SuperGraphics, with 16-bit power for faster action, much deeper levels of game play, and the ability to link up to 8 players at once. Try playing Lynx just once. That's all it'll take to leave your little boy games behind.

ATARI LYNX™

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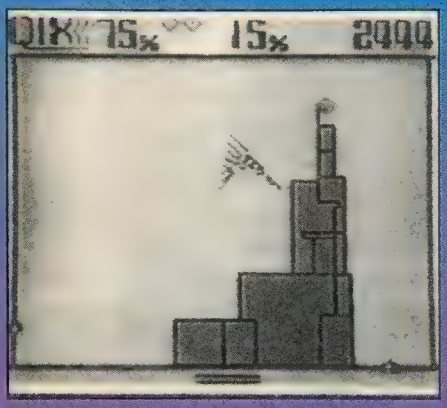
Qix



Qix first charged into video arcades in 1981, and now the classic arcade game is available for the Game Boy machine.

The object of this game from **Nintendo** is simple — enclose as much of the screen as you can while dodging the Qix and Sparx, lethal enemies that follow your marker on and around the playing field. Playing the game *well*, however, is harder than it sounds.

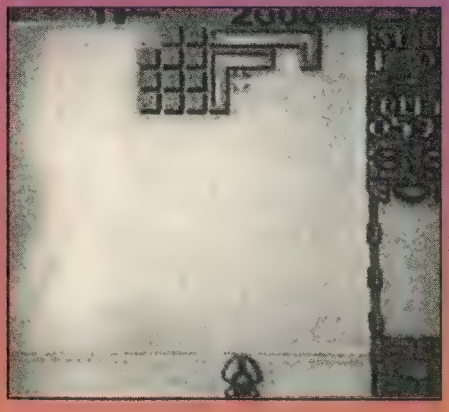
Use your marker to draw lines that enclose areas of the playing field. If you close an area on the marker's fast speed setting, you get a normal score. If you use the slow speed, your score for the box doubles.

You can check your "clear" percentage in the top left corner of the screen. That's the amount of the field you have to enclose to advance to the next level. Any percentage over the required amount is multiplied by 1,000 and added to your score as a bonus.

If you stop for too long in the middle of drawing a line, a Fuse appears at the beginning of your line and chases your marker. If it catches you, your marker is destroyed.

And if you stay on any level too long, you'll hear a warning just before the Sparx turn into Super Sparx and become even more aggressive.

Quarth



Game manufacturers are always searching for another *Tetris* — a game that's easy to learn, fun to play, consistently challenging, and that remains fresh and appealing after hundreds, even thousands, of games. But they don't come along every day; something as clean and elegant as *Tetris* almost has to be the product of sheer inspiration, not the deliberations of a design committee.

Quarth from **Ultra** is a real delight. Like *Tetris*, *Quarth* is simple, geometric, and preposterously addictive. You control a shooting spaceship (you can choose the design from six different models) at the bottom of the screen.

Ten different geometric shapes fall from the top of the screen, and you must shoot blocks into them to build the odd shapes into even squares or rectangles. When you fill up a rectangle, it dissolves, clearing part of the screen and awarding points depending on the size and trickiness of the shape you filled.

If one of the falling shapes reaches your baseline, your ship is "Quarthed" (a polite term for being ground into so much twisted metal), and the game ends. These descending shapes are often nested inside one another, forcing you to make quick strategic decisions as to which of several possible shots makes it easiest to clear the screen with subsequent moves.

You can earn power boosters by dissolving particularly tricky patterns from the screen. The boosters can increase the speed of the blocks you shoot; briefly stop (or slow) the falling blocks, or dissolve all the blocks from the screen.

DEAD HEAT SCRAMBLE

WIN A NISSAN PATHFINDER!
ENTER THE NISSAN SWEEPSTAKES!

Entry form included with game purchase or pick up entry form at your local Nintendo® dealer, your local Nissan dealer or write Electro Brain Corp.

NORMAL MODE: Race against the clock!
VS. MODE: Race directly with the other player!

Toei Animation Co., Ltd.

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ELECTRO BRAIN

This game pack for use with the Game Boy Compact Video Game System.

Official Nintendo Seal of Quality

Revenge of the Gator

It sounds like a monster movie, but *Revenge of the Gator* is actually a detailed pinball game. Take all of the flippers, bumpers, and bonus points of the best pinball simulations, shrink them to Tom Thumb size, and you've got *Gator*.

The entire pinball machine is four screens high. When you launch your pinball, it shoots only three screens high, but you can reach the fourth area from either the third screen or from a bonus round. There are three different bonuses in *Gator*, each with a separate screen.

By hitting certain items scattered around the board, you can increase the effect of gravity, make stoppers appear and flippers disappear, reverse the players' scores, return the ball to the shooter lane, or warp your ball to a different area.

The Game Boy's liquid-crystal display (LCD) screen causes a minor persistence problem that blurs the pinball as you try to follow its movement. But once you get used to it, *Revenge of the Gator* is a delight for solo players and competitors alike.

Shanghai

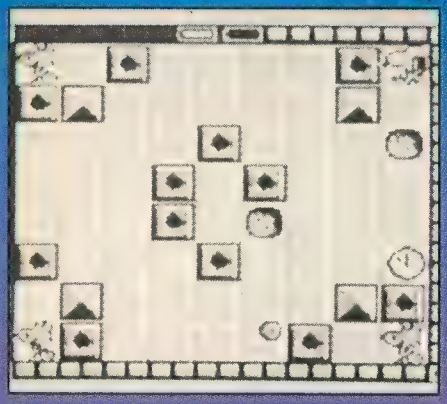
The Chinese game of mahjongg is 2500 years old; yet in its modern form, as **HAL America's** *Shanghai*, it remains as entertaining as it was in ancient times, when it was the obsession of kings and common folk alike.

The game looks deceptively simple: 144 tiles are randomly arranged in a formation (called the "dragon") that has single tiles along the edges and stacked tiles in the center. The object is to remove all the tiles, two at a time, by matching pairs of tiles with identical markings. But you can only match tiles that are untouched by another tile on either the left side or the right side, and that aren't resting beneath an upper tile. There! You've learned to play the game — but the concentration and strategy it takes to remove *all* 144 tiles isn't as simple.

You can play *Shanghai* using tiles marked with the original intricate Chinese suits — dots, bam, crak, dragon, winds, seasons, and flowers. But the game is *much* easier using the alternate tiles, which are boldly labeled with letters, numbers, and symbols. When reduced to Game Boy size, the complex Chinese markings turn into black squiggles that are difficult to distinguish, especially if you've never played the game before.

The game options for *Shanghai* are helpful without giving too much away. After all — the *fun* of the game is in the playing. Still, if you get stuck, you can select "hint," and the computer will highlight a pair of tiles you missed. If no matches are left, the computer lets you know that the game is over. You can replay a tough dragon by entering a three-letter identification code, and another option lets you take back plays you've already made. Each time you push the A button, a pair of tiles reappears. Three different kinds of background music add to the fun.

Snoopy's Magic Show



If there's a way to get into trouble, Snoopy, that lovable, off-the-wall beagle, is going to find it. Whether he's facing the guns of the Red Baron or playing Don Budge in tennis, Snoopy has tried it all. Now he's become a master magician—and he may finally have gotten in over his head. What's worse, he's even dragged poor, unsuspecting Woodstock into his mess.

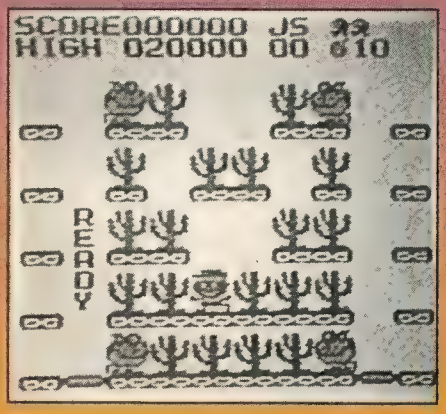
In *Snoopy's Magic Show*, the hapless hound has accidentally managed to conjure up a spell that not only multiplies Woodstock, but also traps him and his clones in a series of mazes. Now Snoopy must rescue his little buddy.

It won't be easy. All the mazes are filled with deadly magic balls that Snoopy also summoned in his spell-run-amuck. And many mazes have obstacles that appear and disappear at random, as well as teleportation squares that can instantly move Snoopy or the balls across the room. These things can really ruin a beagle's day!

The trick to winning is to outsmart the balls by using the obstacles and teleportation squares. Occasionally, help appears in the form of a moving "P." Grab it and you can destroy the balls for a short time. And sometimes everything in a room freezes but you. Since you never know when these things will occur, you must always be ready to take advantage of them.

Even with more than one hundred levels, you won't soon tire of *Snoopy's Magic Show*. There's the option of using the Game Boy video link, so that two players can save all the Woodstocks from Snoopy's magical meddling. **Kemco-Seika** has managed to create quite an enjoyable—though confounding—puzzle game. *Snoopy* doesn't require perfect hand-eye coordination, but in the upper levels, it *does* tax your brain as you try to beat the bouncing balls.

Tasmania Story



When you first turn on *Tasmania Story*, you're treated to one of the nicest Game Boy introductions ever designed: A lean, sleek animal—beautifully animated—lopes across a scrub-covered plain while "Waltzing Matilda" plays in the background.

The creature you see is a Tasmanian Tiger, a striped carnivore that may or may not be extinct (the last confirmed sighting was in 1933, but legends persist that a few specimens still roam the deep wilderness). The object of this charming game from **FCI** is to help Mike, the son of an Australian nature-lover, track down the elusive Tasmanian Tiger.

To do this, Mike must clear screen after screen of vertically arranged vegetation, rescuing Australian wildlife as he goes. Throughout his rescue missions, he's chased by a quartet of wild-looking Tasmanian Devils (obviously modeled on those wonderful creatures from the Bugs Bunny cartoons), whose gnashing teeth always seem to be inches away from poor Mike.

To get from one level of vegetation to the next, Mike has to jump onto two trampolines, one on either side of the screen. Mike can also use his jumping ability to stun those pesky Tasmanian Devils—indeed, the better he gets at it, the higher his score will be.

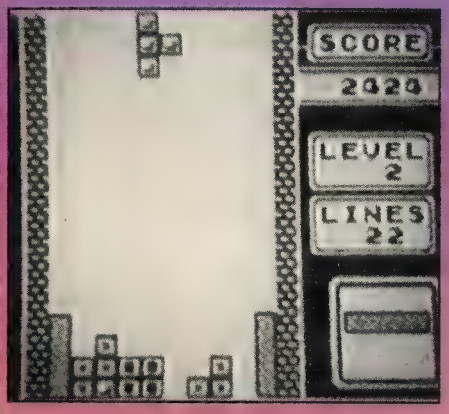
Mike also carries some bombs, which he can plant at strategic locations on-screen. If one of the devils passes over a bomb, he's knocked out long

enough to give Mike a head start in clearing the screen. When a diamond-shaped icon appears anywhere on the screen, grab it — it contains an extra bomb, and you can never have too many.

The animals you're rescuing include the koala, the wallaby, the wombat, the penguin, and the mouse. You can't locate the Tasmanian Tiger until you've rescued all five species, and none of the five appears until you master and successfully use the jump attack.

It may sound as if *Tasmania Story* is a really easy game. Well, sure, the *concept* is simple, but you'll see after a few attempts how tricky it is to put that concept into practice. Those little devils move quickly, the screens are like vertical mazes, the trampoline-jumping and bomb-planting have to be timed to perfection, and even on the "slow" setting, things happen almost too quickly to follow. *Almost* too fast, but not quite.

Tetris



There's an epidemic that's spread through the videogaming world over the past few years. Like most waves it started quietly, but it soon raged out of control. It began with the release of a simple but endlessly challenging puzzle game for PCs. From there it spread like wildfire to arcades and home videogame systems, capturing numerous awards and winning the hearts of millions of game players along the way.

It's *Tetris*, of course.

Developed by Soviet programmer Alexey Pajitnov, the object of *Tetris* is to maneuver odd-shaped blocks falling down a pit into even horizontal rows. When a row is filled, it disappears from the screen. When the pit fills, the game ends.

What is it about the game that is so appealing? Who knows? But **Nintendo** had enough faith in the game to include one with every Game Boy sold. And though a lot of companies have developed their own "Tetr-esque" games, none have garnered the same popularity.

It will be interesting to see how Pajitnov's new videogame, *Hatris*, fares in the puzzle wars.

GP

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DRAGON'S LAIR: THE LEGEND

Evil sorcerer Mordroc had little trouble dominating the kingdom. His assault on the castle was unstoppable, but the two things Mordroc desired most — Princess Daphne and the powerful Life Stone — somehow escaped in the confusion of the battle.

Mordroc's army soon discovered the princess's tiny band fleeing the castle and took the princess captive. But a faithful servant, determined to prevent Mordroc from possessing the Life Stone, was able to use magic and shatter the Life Stone into dozens of pieces before she was overpowered.

Dirk the Daring knows there's only one way to foil Mordroc's evil plans: Find all the pieces of the Life Stone, reassemble it, and take it to the Good Knight — that brave soul who died long ago in an attempt to defeat Mordroc. The Life Stone has the power to restore him to life so he can do battle with the evil sorcerer once again.

In **CSG's** *Dragon's Lair: The Legend*, it's up to you to find every fragment of the Life Stone — 194 in all. Luckily there's no time limit for your task, so take as long as you like to explore the whole game world as you search for the pieces.

Not only have some of the fragments landed in places that are almost impossible to reach, but dangerous obstacles also await you in each area of the kingdom. Deadly spikes in the ground and on the castle floors mean instant death for our hero, and any long fall also spells curtains for the brave knight. But Dirk can jump onto or climb almost anything he comes across, and he can usually catch a ride on a ghost, bat, or floating skull to help him get to hard-to-reach places as well.

Although Dirk doesn't have a big variety of moves, you can control his direction during a fall. When you're trying to make a difficult jump, look around to see if there's anywhere you can guide Dirk to a safe landing in case you miss your target. The brave, lovelorn Dirk can normally fall about half a screen with losing a life, but

at the edge of a scene, he can safely fall a full screen if you guide him into the next screen before he lands — provided he doesn't touch down on a dangerous object in the new screen.

New screens can also give you some ideas about retrieving stones you've already passed by. Although you may be tempted to retrieve every fragment of the Life Stone in a scene before going to the next area, don't get stuck trying to grab a hard-to-reach stone. Instead, return some other time — the new screen might inspire a new strategy, such as a higher ledge from which you can jump back into the first screen.

A very challenging game, *Dragon's Lair* allows you nine lives — and since there are no continue features, you'll probably need every one of them to reassemble the Life Stone. If you like games that combine problem-solving with arcade skills, *Dragon's Lair: The Legend* is definitely worth a look.

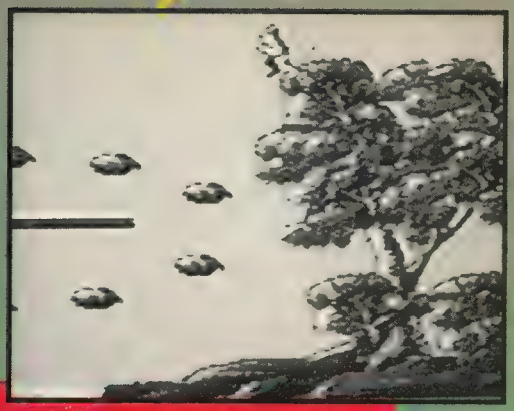
At the beginning of the game, you can go either left or right. If you go left, remember that Dirk can use the waterfalls as a foothold for jumping.

Landing on these floating objects requires good timing. But don't celebrate a successful jump too early — if you sink too low, you'll lose a life on the spikes.

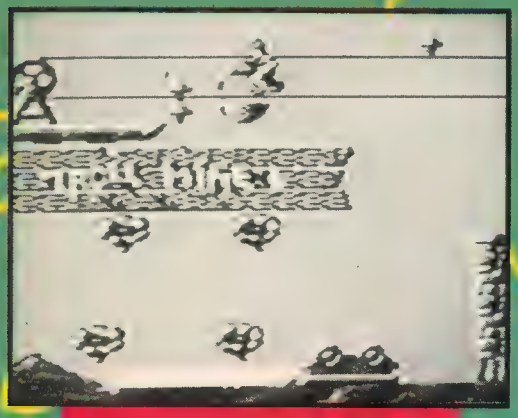
These pterodactyls provide easy access to the crystals suspended in midair. The spikes below are fatal only if you remain on them, so be ready to jump in case of a fall.

Dirk can drop through a hole in the ground to reach Troll Village. Note the detail of the trolls' mushroom houses, the scampering hare, and the wooden sign. That wood could be slippery, so watch out.

To grab pieces of the Life Stone while riding in the coal car, stay at the front of the car, then leap up *and* forward as you approach each stone.



You'll be surprised at some of the places Dirk can walk. Use this treetop perch to shorten the distance to the floating objects.



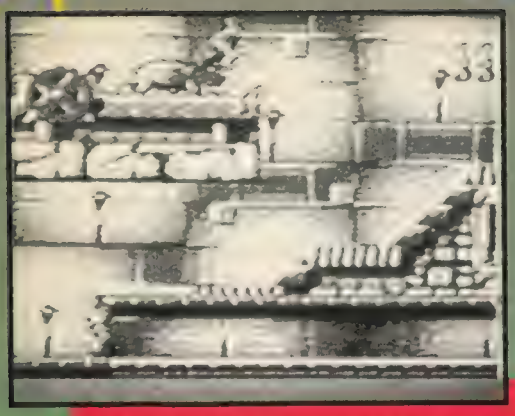
You can get a free ride in this skylift, but be sure to jump over the pulleys at the end of the line.

No, you didn't make a wrong turn at Albuquerque! These lush Egyptian ruins are the backdrop for another coal-car ride—this time above ground.

Grabbing a fragment while riding a coal car can be tricky, but you can always stay in the car for a return trip to pick up any you missed the first time through.

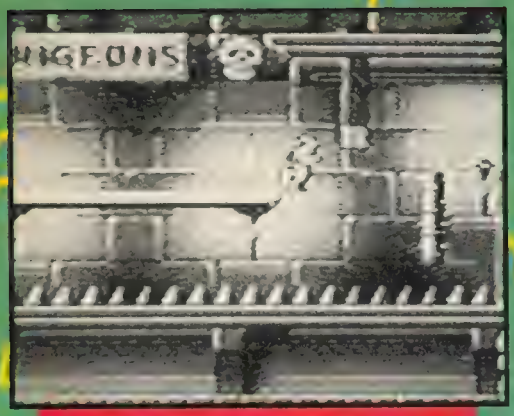
This conveyor belt can give Dirk's feet a rest, but be sure to jump over the spike just as you start your ride.

DRAGON'S LAIR



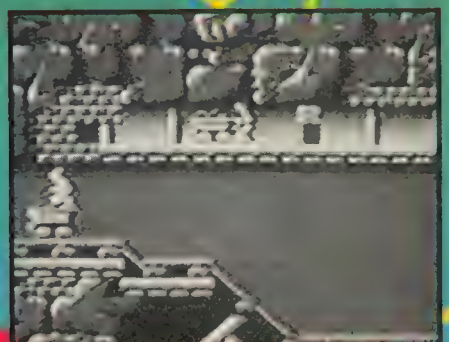
This rhino takes you safely to the stone at the top of the screen, but the only way to get the fragments in the middle of the screen is to go to the next screen, then reenter the first screen at a higher level.

It's not hard to snatch the stone to the right of this obelisk. To save a little time, leap to the next screen when the object you're riding reaches its peak — you'll grab a stone that normally requires a return trip to pick up.



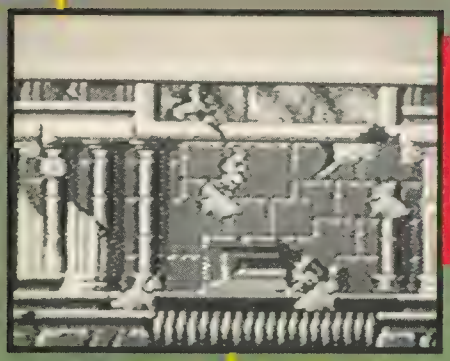
It might appear that Dirk is falling to his death, but actually this beam in the dungeon has an invisible counterpart to the right which you can use to make a safe (though bouncy) crossing.

You can walk on the spiked floors in The Cells, but if you fall onto them you'd better start hopping — every second you remain drains Dirk's life strength.



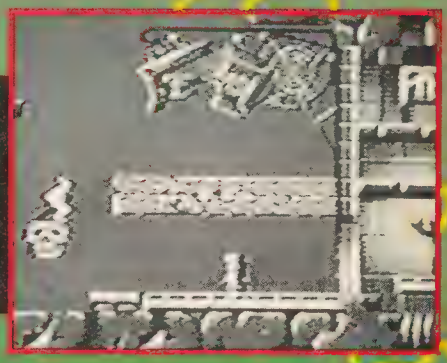
The miner pushing wheelbarrows of ore just above Dirk is characteristic of the care given to even the smallest details in the game.

Don't panic and fall from the coal car just because you encounter rising and falling objects. They're timed so that they *almost* hit you, but never do.



Dirk catches a ride on one of another group of pterodactyls. They must have been summoned from prehistoric times by the smashing of the Life Stone.

A spinning skull looks ominous, but Dirk can hop onto it for a free ride to the ledge above. In fact, you can ride almost anything in the game that moves.



The crystal at the upper left is easy pickings, because Dirk can jump from a fatal height to grab an object if he lands in a safe spot in the next screen.

This troll looks just like a frosted figure, and if you pause here for a moment, you'll see why it's so suspiciously lifelike.

These ghosts are as friendly as Casper — they'll take you to several fragments that you otherwise couldn't reach.

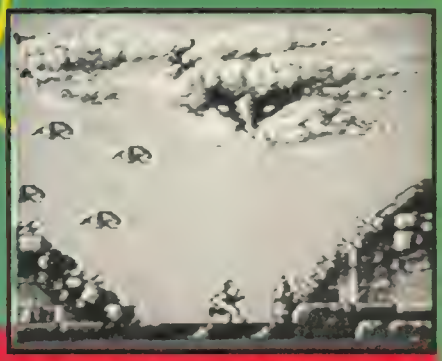
This cemetery is probably filled with some of Mordroc's victims.

DRAGON'S LAIR

The fragments this huge colossus watches over are some of the most difficult to recover in the game. But don't fret — if you fall to the bottom of the screen, you start over at the game's very first scene.

Aware that someone might try to thwart his evil plans, Mordroc left this message for anyone who would dare to enter his castle and revive the Good Knight.

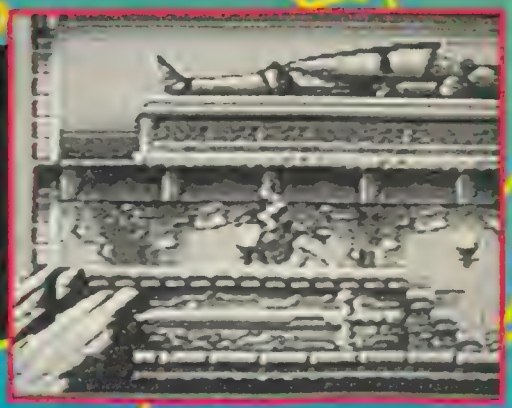
What better transportation than a skull for a trip across the Lake of the Dead?



Even the clouds seem filled with the evil that Mordroc has brought to the land. Is that a wicked face looking down at Dirk as he struggles to reach the castle?

It may not be first class, but it sure gets the job done! Dirk could never make it to the Good Knight without the help of this huge raven.

You've found the Good Knight, but he doesn't seem too anxious to awaken from his long rest. If you didn't find all 194 pieces of the Life Stone, you're sent back to finish your task.



ENTERING THE LAIR

When *Dragon's Lair* was first introduced in arcades back in 1983, it caused quite a stir. It wasn't because of the plot or action — there was nothing really new about a knight trying to rescue a damsel in distress. The hullabaloo was caused by the game's incredible cartoon-style graphics and animation.

The critical and popular success was music to the ears of Rick Dyer, president of R.D.I. Video Systems, who conceived the idea for the story and characters in 1979. Working from the initial plans he drew on cash-register tape, Dyer moved his images onto film strips to sequence the game's events.

In the next couple of years, two things happened: video laserdisc technology became available, and Dyer saw *The Secret of NIMH*, a cartoon created by former Disney animator Don Bluth. Dyer decided that true cartoon animation was a must for his game.

The result was the coin-op version of *Dragon's Lair* — but it was an expensive project. Producing the game required an investment of nearly $2 million (each arcade unit needed a Pioneer laserdisc player at about $800 a pop) and about 73,000 man-hours in animation development time. The cost of the game dripped down to consumers as well — a single game of *Dragon's Lair* cost players 50 cents, an astronomical price at the time.

Dragon's Lair gave the slumping videogame industry a much-needed shot in the arm, and its success led to predictions of a slew of games using laserdiscs to bring top-notch animation to gamers. But laserdisc games never really caught on. A version of *Dragon's Lair* was released for the Amiga computer in 1989, but players said that the game's great looks couldn't make up for its spotty game play.

Now *Dragon's Lair* has arrived for the NES, and *Dragon's Lair: The Legend* for Game Boy. Dirk the Daring, Princess Daphne, and Mordroc appear in each game, but the plots and game play in the two games are completely different. Both share, however, rich graphics and incredibly smooth animation.

To find out how these two videogames were made so long after the computer versions, you must travel to Ireland. In 1979, while Rick Dyer was drawing Dirk on cash-register tape, animator Don Bluth was doing the unheard-of — he was leaving a dream job at Disney Studios. He and two other employees, Gary Goldman and John Pomeroy, set up shop in Bluth's garage with an ambitious goal: to restore the classic animation techniques they felt were being abandoned by Disney.

Besides Bluth's personal work on two laserdisc videogames — *Dragon's Lair* and *Space Ace* — the team produced a pair of feature-length animated movies: *Banjo, the Woodpile Cat* and *The Secret of NIMH*. Both met with great success. In 1984, they forged a partnership with financier Morris Sullivan and established Sullivan Studios in Van Nuys, California. It was there that the smash-hit movie *An American Tail* was produced.

In 1986, the company moved to Dublin, Ireland — where the government levies no taxes on the arts — and changed its name to Sullivan Bluth Studios. Since then, Sullivan Bluth has produced two more hit movies, *The Land Before Time* and *All Dogs Go to Heaven*.

The company also formed a subsidiary called Sullivan Bluth Interactive Media (SBIM) to produce interactive entertainment. SBIM hired MotiveTime, a software development company in Walsall, England, to write both the NES and Game Boy versions of *Dragon's Lair*. The young and talented MotiveTime developers jumped in enthusiastically.

After carefully studying Bluth's *Dragon's Lair* video, they set out to capture Bluth's animation on the NES, and develop a unique world that was just as richly animated for Game Boy. We think you'll agree that the result was more than worth all that effort.

GP

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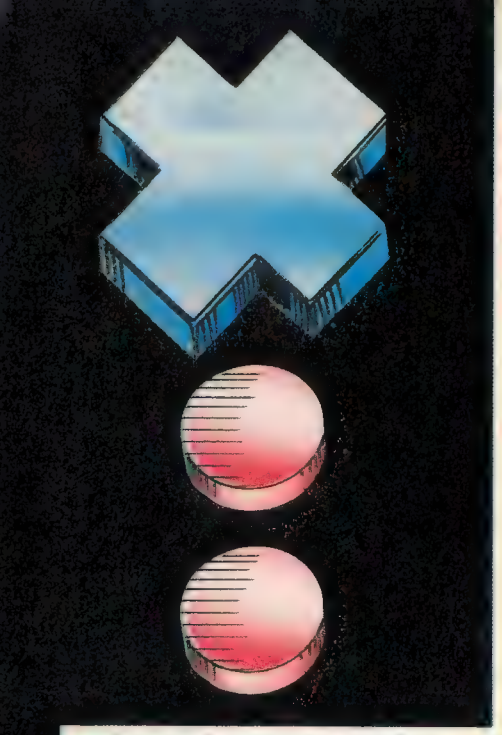
GODZILLA



A 400-foot tower known for his bad disposition and taste for Japanese food, Godzilla is the undisputed King of the Monsters. But now you can have him right in the palm of your hand.

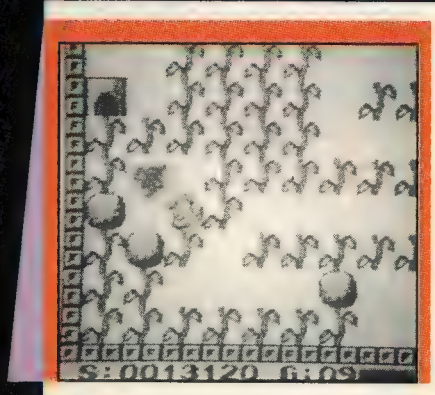
The object of **Toho's** *Godzilla* is to make your way through the an eight-room by eight-room maze — 64 different screens — searching for Godzilla's son, Minilla. To get through each room, Godzilla must destroy all the rocks inside it.

This may sound easy, but the game is actually a series of very complicated puzzle rooms. Since many rocks are placed in almost inaccessible places, you must carefully manipulate other rocks in order to reach those out of range. When all the rocks are destroyed, one or more passages appear that lead to the next rooms in the maze.

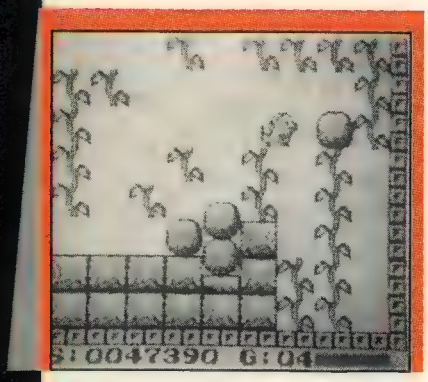
Your only weapon in this game is a good solid punch. A rock moves if you hit it, and shatters if you hit it when it's backed against something solid — a wall or another rock. A punch is also effective against the other monsters that are trying to stop you.

Each room is actually about twice as wide as the Game Boy screen, and at the beginning of each new room, it's best to pause the action and take a minute to look it over. The solution to each room is not always obvious, but after playing for awhile, it gets easier.

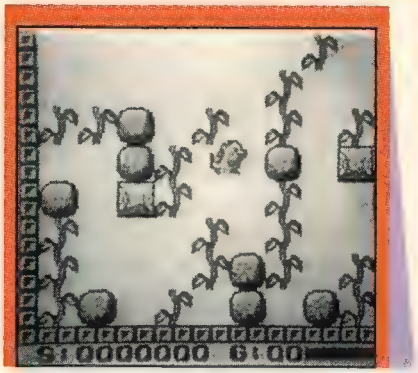
Godzilla is a challenging little puzzle — with the emphasis on *little*. After all, we're talking about Godzilla — to him, Tokyo is an in-between-meal snack. Squeezed onto a Game Boy screen, he looks like a cross between a lizard and a puppy. But aside from that, *Godzilla* is an interesting and well-made game.



Although most rooms have platforms, this one is all vines. Learning how to get around on vines is the most important skill in the game.

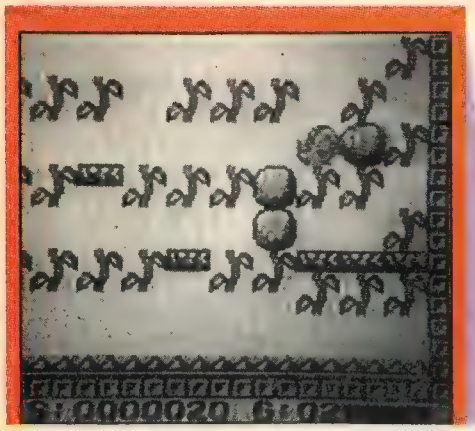


When you reach the top of a vine, stand on top of it. You can inch out from a vine for quite a ways before falling.



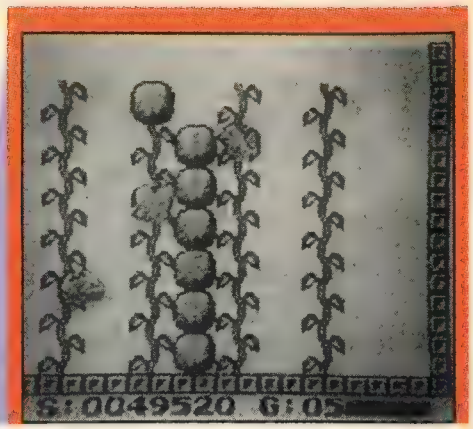
You can also hang from the bottom of a vine, then move left or right as you could anywhere else.

Don't worry about falling — Godzilla won't be hurt. In this room you must go up and over before dropping onto the platform.

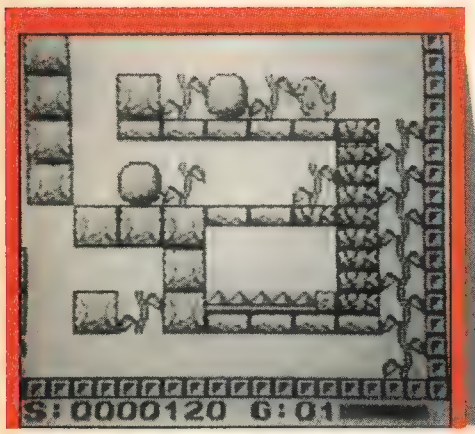


Rocks can be moved over vines just like they can over platforms. In fact, rocks "stick" in vines and can be moved through them as long as there's vine underneath.

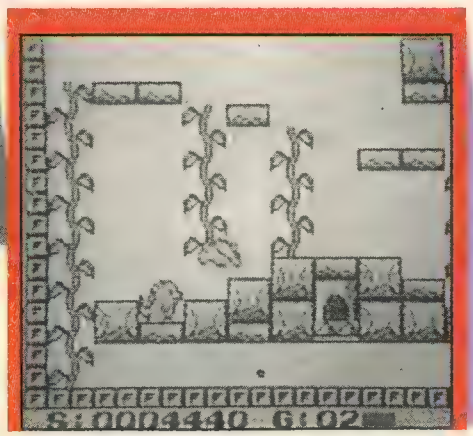
To solve this room, move a column of rocks all the way across the room. With the column lined up on a vine, start at the bottom and work your way up.



Then when the column is free-standing, move the rocks from the top down — the vines support each rock as you move it. Try this technique in other rooms as well.



This rock started out where Godzilla is standing now. By moving it past the vine, he could use the vine to climb over it and push it back the other way.

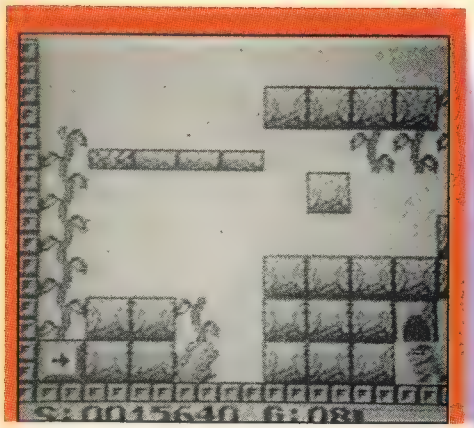


Because Godzilla can't jump, it's easy for him to get stuck in some embarrassing places. Believe it or not, there's no way out of this chest-high hole.

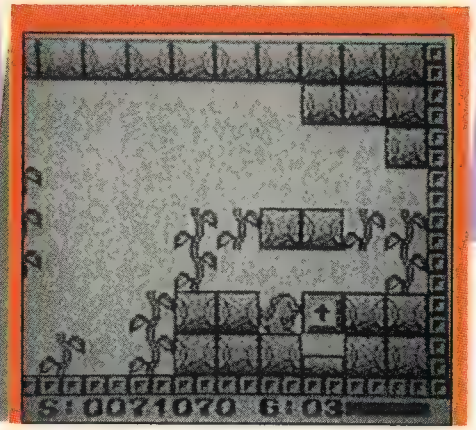
If you get stuck, you can always use the "try again" option. Be warned, though — by using it you lose a life.

HINT

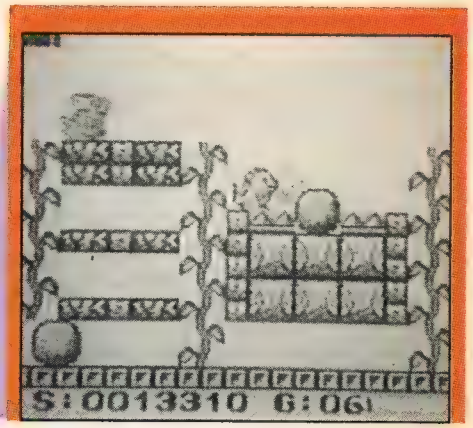
Hedora can't be killed by a punch, but there is a way to get by him. Wait until he's almost on top of you, then run toward him and keep running until you're on his other side. You'll lose some life energy, but unless you're very low, it won't be enough to kill you.



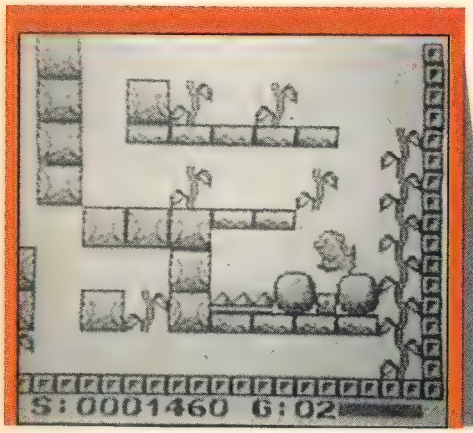
The last rock in the room was in the bottom right-hand corner. It *should* have been destroyed while you were holding onto the bottom of the vine and leaning out.



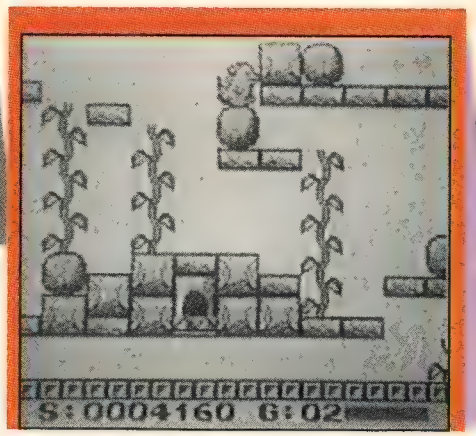
To avoid having a door appear directly under you when you destroy the last rock, stand back from the rock as you're punching it.



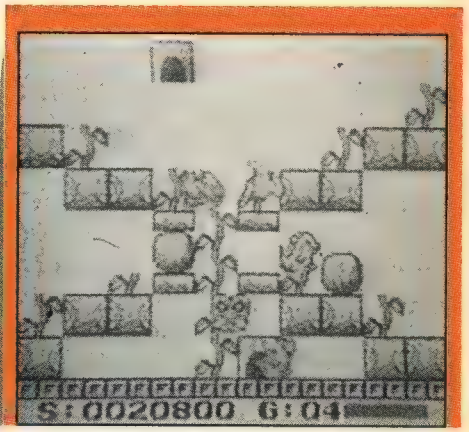
As with vines, you can inch out over spikes. Move slowly and keep punching until you've hit the rock, then go back.



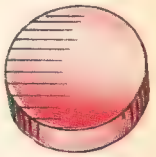
But *unlike* vines, when a rock is on top of spikes, it can't be moved. Hitting a rock that's on spikes only destroys it.



Spikes are deadly to other monsters as well as Godzilla. These spikes are directly underneath the cave, so the other monsters are destroyed as they step out.

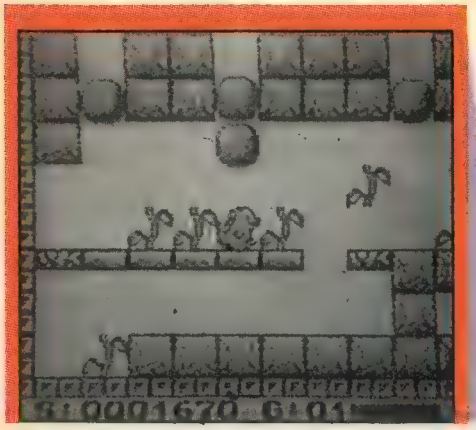


Tough rooms to solve usually don't contain monsters. But some relatively easy rooms become hard because their layouts don't give you many places to hide.

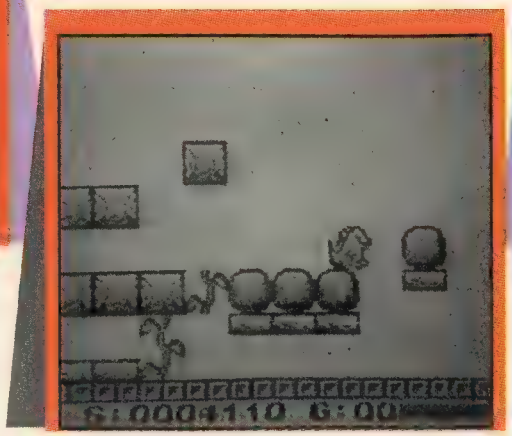


HINT

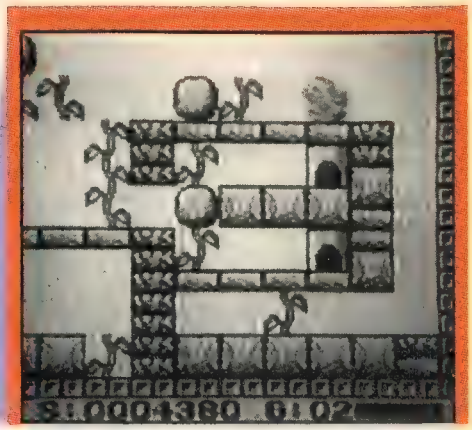
After all the rocks are destroyed and the exits appear, use the pause-and-scan feature so you know where all the doors are. Then go to the overall map and make sure you know where you're going — otherwise you may wind up replaying a room.



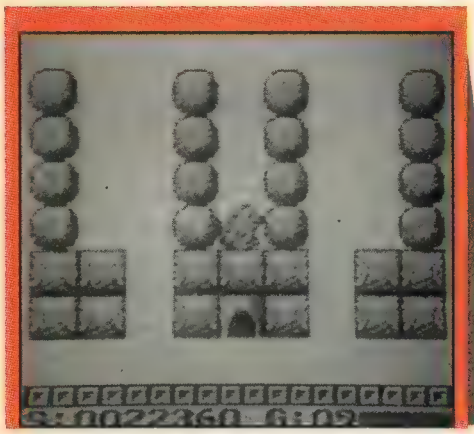
Here the rocks drop from the ceiling, and you not only have to get out of the way quickly, but also have to make sure that you're in a position to complete the room.



In order to reach the rock on this platform, all the ones on which Godzilla is walking had to be moved from the other side of the room.

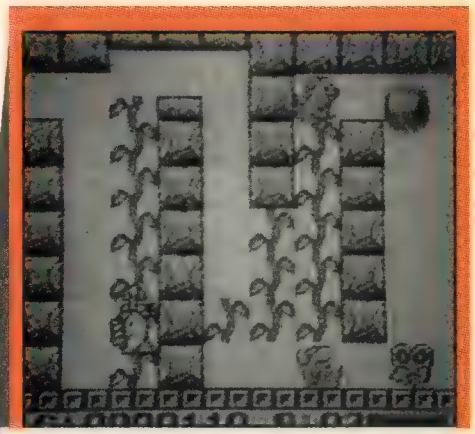


You can spot collapsing platforms by their patterns. Use them defensively—here the platform is keeping the monsters' caves blocked off from the rest of the room.

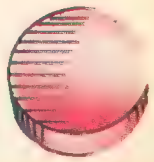


Rocks can also be used as steppingstones. Knock the rocks over the edge one at a time, then walk across them and go to the next stack.

Use a rock for a boost to a place you can't otherwise reach. In this room, use a rock to fill the gap between two vines so you can reach the vine on the right.

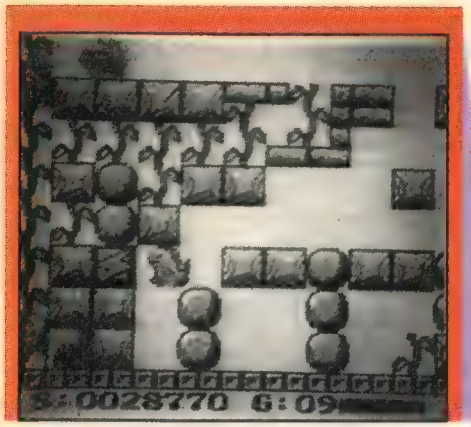


An immensely satisfying way to use rocks is to drop them on top of monsters—Hedora in particular, since he can't be killed by a simple punch.

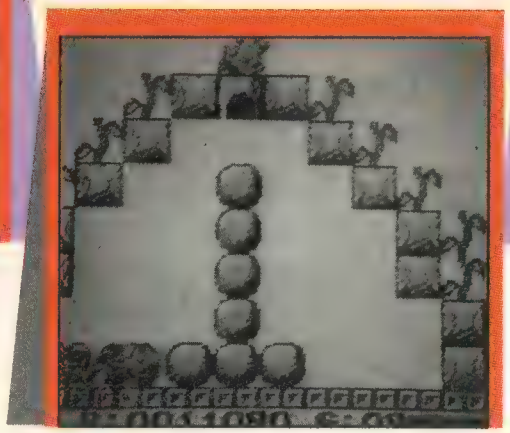


HINT

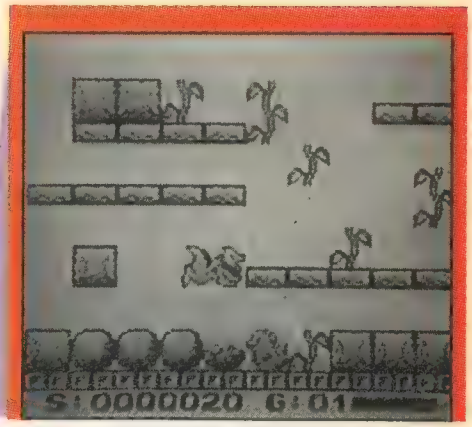
Once a rock is backed up against a wall or another rock, there's nothing you can do to it except destroy it. Keep this in mind while you're planning your strategy, and think twice before moving a rock into this position.



This lightning bolt kills all the monsters in the room. Since it takes them awhile to re-appear, this also gives you some time to move.



The monsters' cave can be climbed through just like a vine or ladder. But wait until the monsters have stopped coming out of the cave before you go inside.



If you take too long in a room, you're confronted by Ghidrah, the three-headed monster. Once he appears, your chances of solving a room are pretty slim.

Minilla is in a different room in every game, but when you get close to him, the game lets you know. From here he's only a room away.

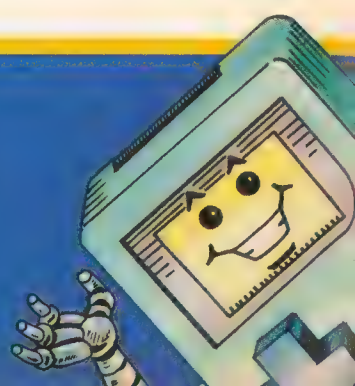
When you beat the room where Minilla is hidden, the game is over, and Minilla is reunited with his father.

This is the way he should always look — Godzilla, the King of Monsters. The game also displays full-screen shots of the other monsters as well from time to time.

GP

HINT

When knocking the bottom rock out from under a stack, keep your fingers off the directional pad. If you're not careful, you'll run under the edge of the next rock as it drops down, and you'll be squashed like a grape.



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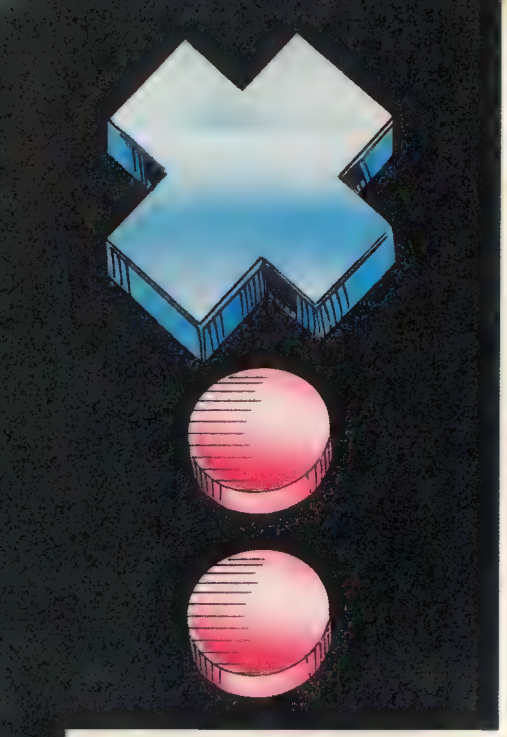
THE RESCUE OF PRINCESS BLOBETTE



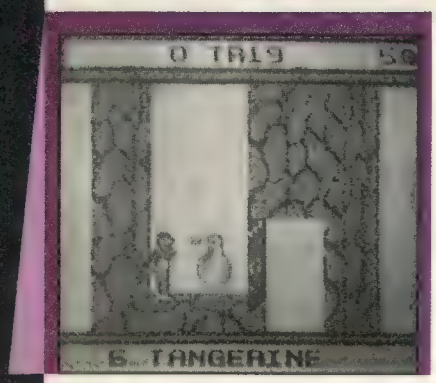
There's another emergency on the planet Blobolonia, and its people are asking for your help again. Sometimes it doesn't pay to be a hero — you save a whole planet from a diet poor in nutrition, and are they satisfied? Noooo. So when Princess Blobette, the girlfriend of your buddy, Blobert, gets into hot water, you're the first one the Blobolonians call.

It seems that the king and villain of **Absolute's** *A Boy and His Blob* wasn't the only Blobolonian with an attitude. The Antagonistic Alchemist has not only imprisoned the princess in his castle, but he's also had the nerve to lock up you and Blobert, too.

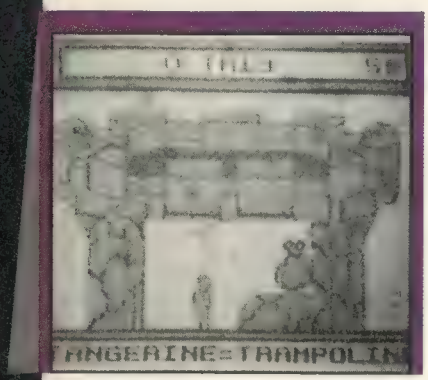
Picking up where *A Boy and His Blob* left off, *The Rescue of Princess Blobette* teams you and the transmutating Blobert against the dangers of the alchemist's castle. You've got to find the princess, who's locked in a cage deep within the castle. Since you're locked up as well, your situation would seem fairly hopeless. But then you've got Blobert, and the friendly beast can change into practically anything if he's given the correct jellybean.

You begin the game with a few jellybeans, but you must add to your collection as you progress through the castle. You should also collect the diamonds scattered throughout the castle.

The Rescue of Princess Blobette is rather an open-ended game. You have more than one way to solve most problems, so you can solve the game several times without repeating. *Princess Blobette* is an excellent game for younger players — but it shares so many of its predecessor's best qualities that it should win a place in the hearts of nearly all gamers.



The supply of jellybeans you have at the beginning doesn't include the one flavor you need to escape this cell. Look around for additional candy.

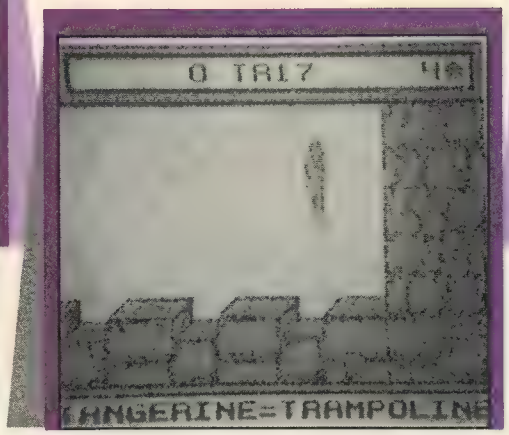


A couple of quick bounces on your Blobert trampoline and you should be able to hop up onto this ledge, where jellybeans await.

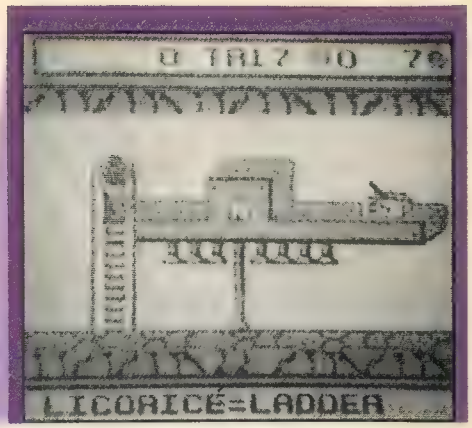
If some of the allusions in this game make you hungry, join the club. After you've gotten your mind off dessert, use the key to escape.

Once you're out of the cell, you and Blobert are off to find his true love, Princess Blobette.

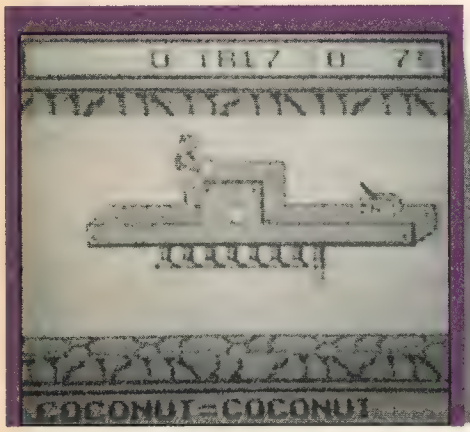
While you *could* try bouncing your way up to these diamonds, a leisurely float with your bumbershoot gives you all the time you need to collect the goodies.



This may seem like a dead end, but remember what Blobert's fondness for tangerine jellybeans produces.

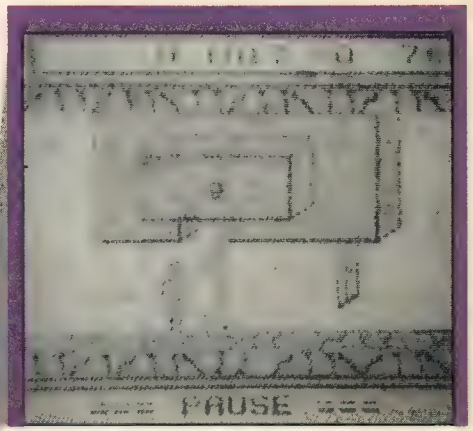


Don't try to go under the machine while it's running. You can use a licorice jellybean to provide a ladder up to the machine's controls instead.

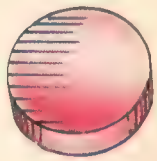


You can't climb over to the switch, but you don't really need to. When you're in position, turn Blobert into a coconut and try to turn off the switch with a well-placed toss.

If you've ever wondered what throwing a monkey wrench into the works actually does, here's your chance to find out.

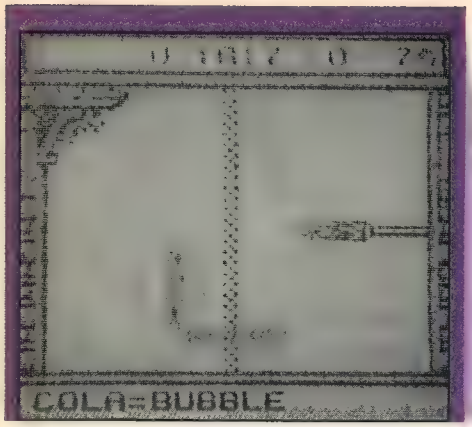


You can't toss a coconut at the switch here, and you can't use a ladder to reach it. A tasty apple confection, however, would probably hit the spot.

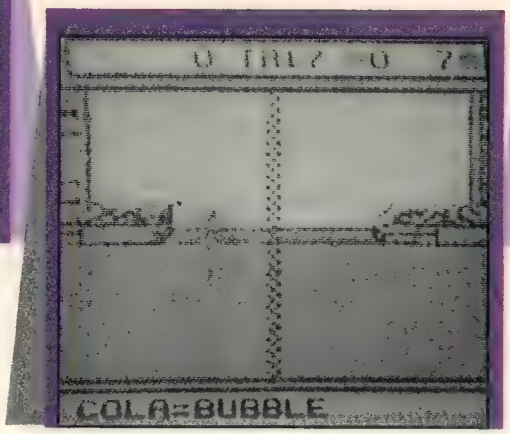


HINT

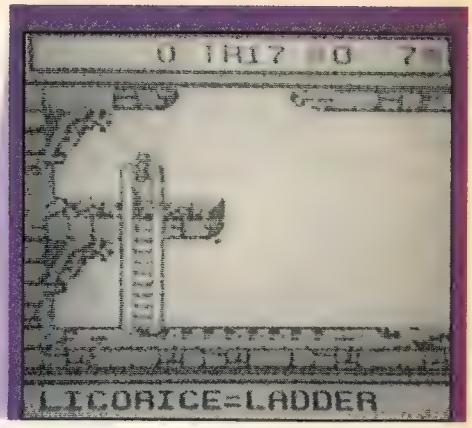
When you move to the next screen, you have to whistle for Blobert to follow you. This can create a problem. The overly enthusiastic Blob may run into you, which can send you sailing into a chasm if you're standing on the edge of a precipice. The best way to get around this problem is to turn Blobert into something you can carry — such as a key or an umbrella — and take him with you to the next screen.



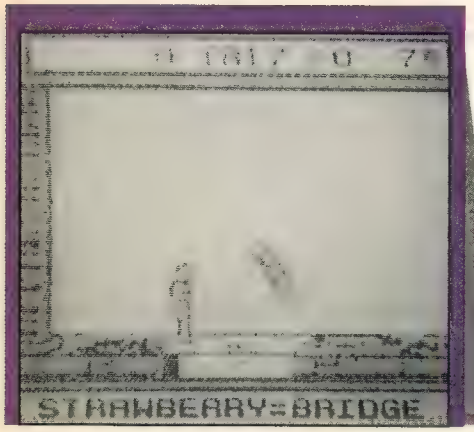
No matter what method you use to go down the tunnel, time your descent past the fire-breathing guardians. If you take the bubble, stay away from the center shaft.



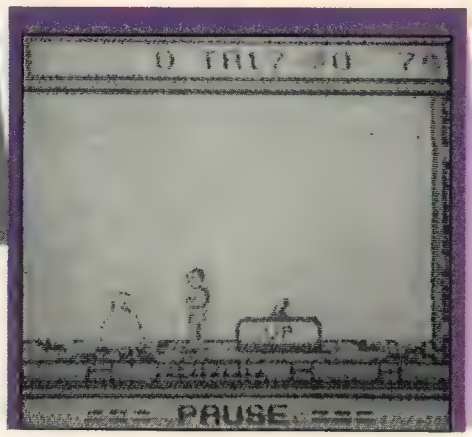
You won't have to worry about any dangerous underwater currents or deadly hazards here — unlike some of the waterways in *A Boy and His Blob.*



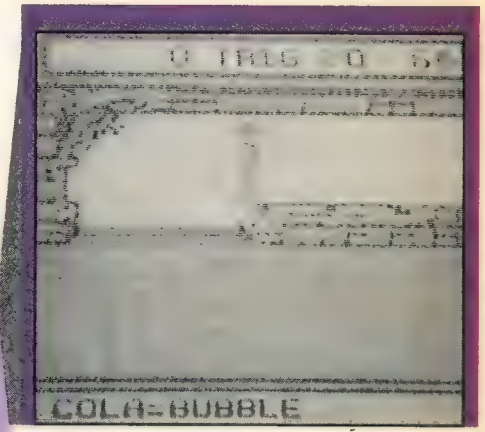
There are several ways to scale these ledges. Though it's unlikely that you'll run out of jellybeans, use the bean you have the best supply of.



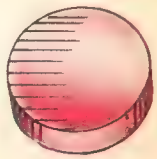
A strawberry jellybean provides the bridge across this chasm, but you still have to be on your toes if you want to cross under the floating serpent in one piece.



While you're in the neighborhood, flip this switch to the "up" position so that your trip up the tunnel is a bit easier.

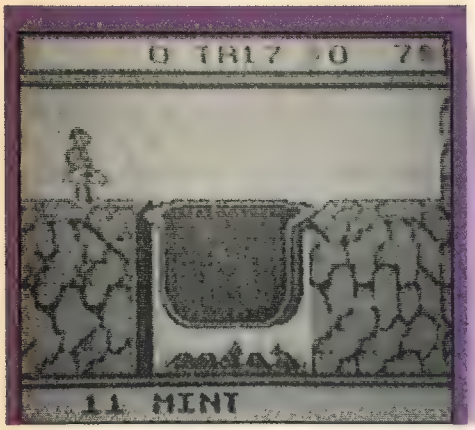


There are a number of passageways in the castle that lead to fantastic treasures. But the only path back to Blobette is the way you came.

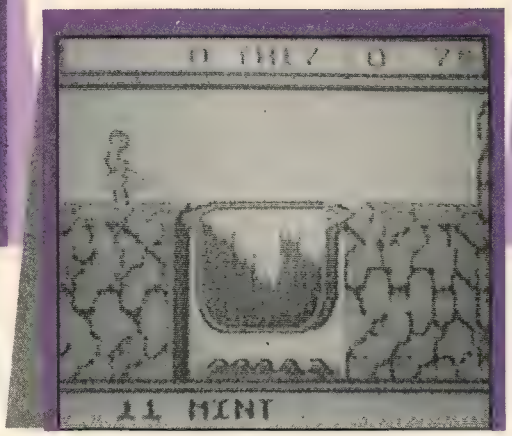


HINT

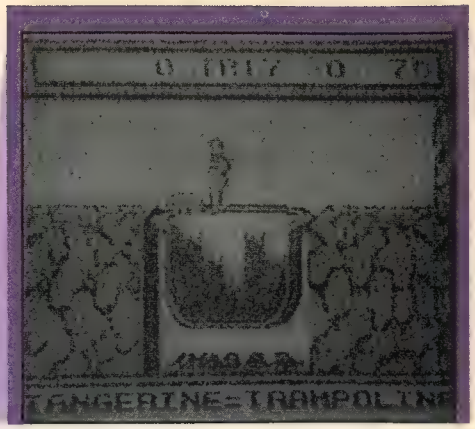
Positioning Blobert *exactly* where you want him can be an exercise in frustration. You can get around this problem by once again turning the Blob into something you can carry, then dropping it precisely where you want it.



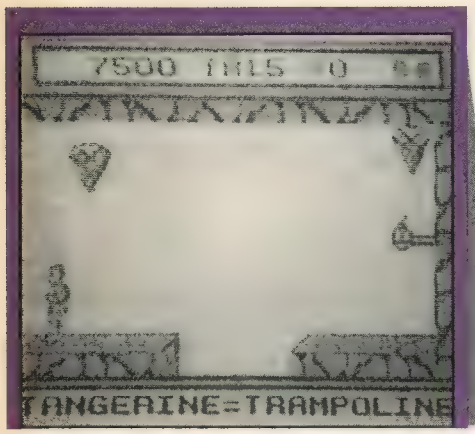
Unless you're in the mood for a nice *hot* soak, you'll probably want to avoid any contact with the cauldron. Unfortunately, it's a bit too warm for a bridge.



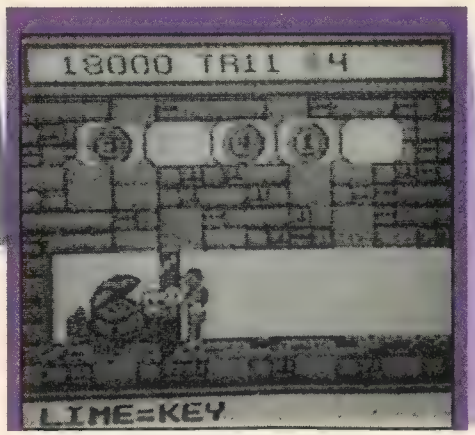
If you've seen any mint commercials on television, you won't have any trouble finding a way to cool off the bubbling kettle.



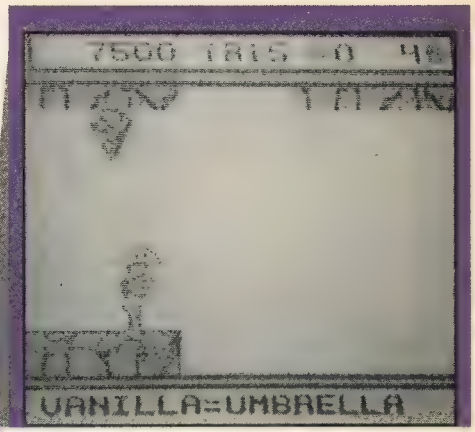
Once the water is frozen, you can use it as a base for another trampoline exhibition. Keep bouncing until you find what you're looking for.



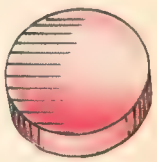
Though it's not a well-known fact, mint jellybeans can also be used to cool the flame of a candle — such as the one burning under that immense gem.



One of your side trips may lead you to this chamber, where a fantastic treasure chest awaits the person with just the right key.

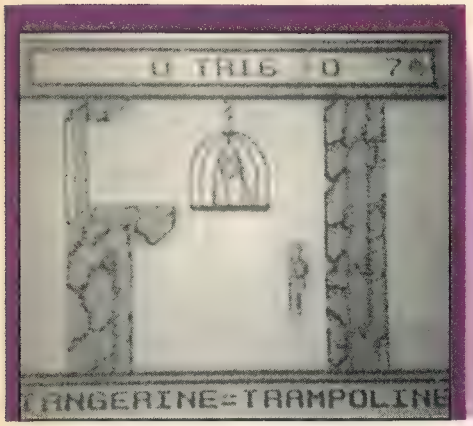


The princess will probably like all the diamonds you collect for her, but the gems don't have any real bearing on whether or not you win the game.

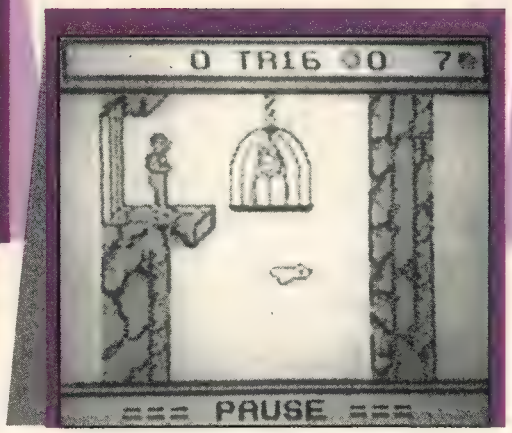


HINT

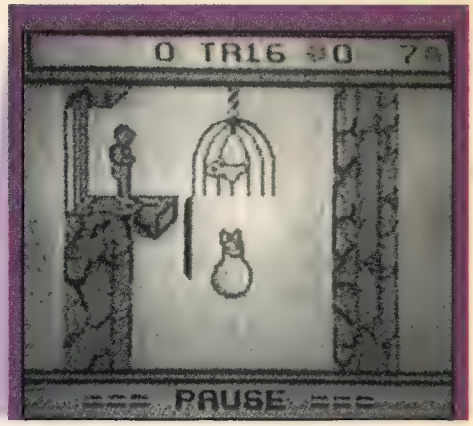
Sometimes you may find objects which are guarded by flame, such as the large diamond over the candle in the throne room hallway. To quench the fire, do exactly as you did with the boiling water in the cauldron — toss a mint jellybean at it.



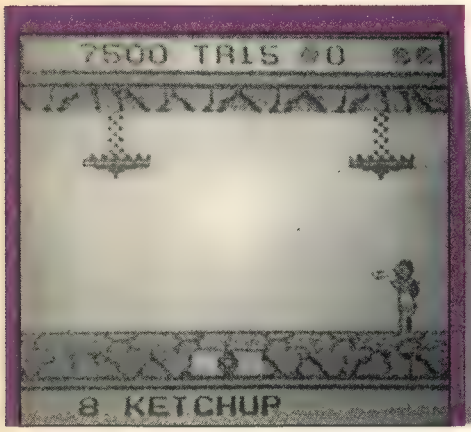
The Antagonistic Alchemist hasn't made releasing Princess Blobette an easy proposition. Maybe you should call Blobert with an especially sweet treat.



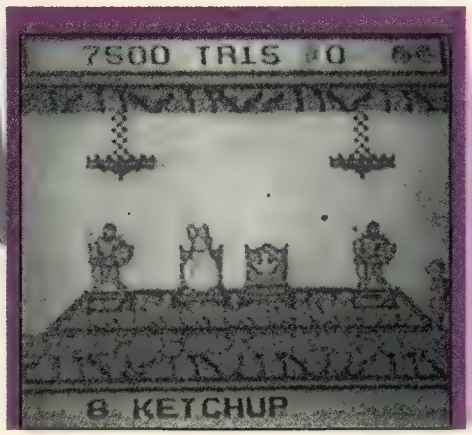
When Blobert tastes honey, he wants to fly and stick his nose into flowers. In this case, you can use him to open the latch on Princess Blobette's cage.



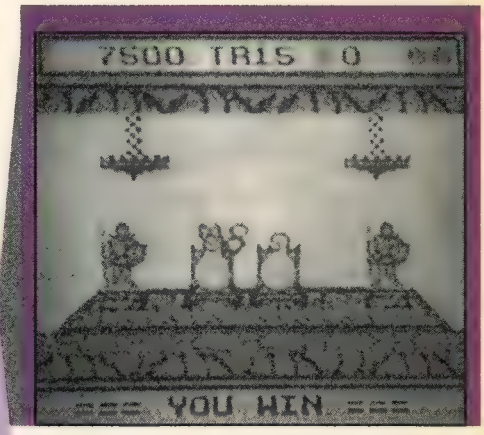
After you've freed the princess, she takes off and leaves you behind. If you want to see her reunion with Blobert, you must find the throne room where she's waiting.



Before you search for the throne room, you may want to pad your treasury with a side trip into some of the castle's treasure chambers.



Amazingly enough, the nearer you get to the throne room, the harder it is to keep Blobert with you. Maybe he's getting cold feet (or pseudopods?).

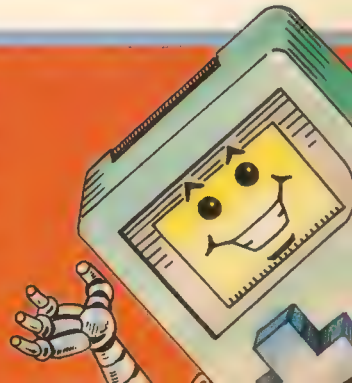


True love triumphs. The two Blobs are reunited and happy once again — at least until the next crisis erupts on Blobolonia.

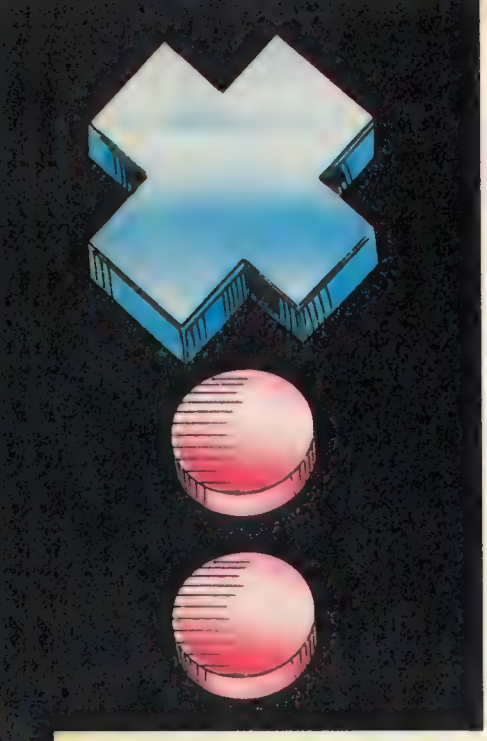
GP

HINT

Although the route through the castle to the princess isn't all that complex, making a map is good insurance — especially if you plan to make side excursions into other areas of the castle in your search for treasure. If you get too absorbed in collecting diamonds, you may find yourself hopelessly lost.



SWORD OF HOPE



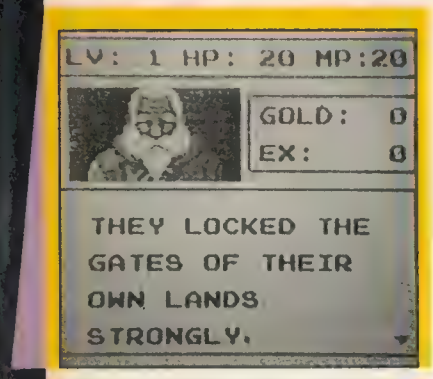
The kingdom of Riccar was peaceful and happy while the evil dragon was imprisoned, held within a portrait by the Sword of Hope. But when the dragon was able to possess King Hennesy, he made the king pull the sword from the painting and release him. The evil beast then laid waste to the kingdom, leaving the land entombed in constant darkness and turning all the people into trees.

King Hennesy's young son, Prince Theo, was rescued by a knight of the land who took the royal baby to three wizards, Martel, Shabow, and Camu. These mages entrusted the royal baby to an old man in the woods, then hid the castle and king deep beneath the earth and shut themselves behind the gates of their own kingdoms.

When Theo is at last old enough, the old man gives him the copper armor and probite sword that have been held in keeping for him. His foster father also teaches Theo a teleport spell so that Theo can get help when he's in trouble. And as *Sword of Hope* begins, the young prince is setting out on his quest to kill the dragon and free his father's kingdom.

Kemco-Seika's *Sword of Hope* strongly resembles its NES game *Shadowgate* in the way you interact with the different areas of the game. The main menu has only six commands — Look, Open, Hit, Use, Magic, and Power — and the battle menu adds only one, Fight. In the combat mode, you fight enemies by selecting commands from the battle menu, not by watching an arcade sequence.

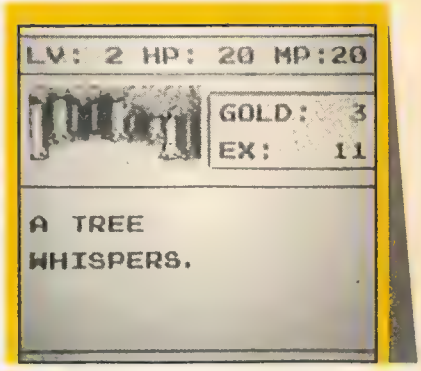
Sword of Hope is a surprisingly large and complicated role-playing adventure. Games of this complexity bode well for the future of Game Boy and prove that the little machine is capable of more than simple puzzle and arcade games.



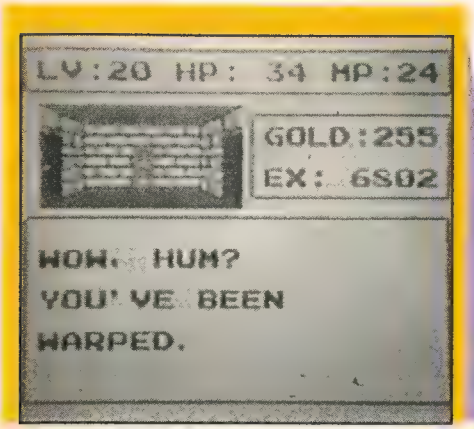
The three wizards are locked away in separate domains. In the first part of the game, you're concerned with finding keys to the gates.

The shaman restores all your health and magic points for a small fee. And teleporting to his house doesn't cost any magic points, either.

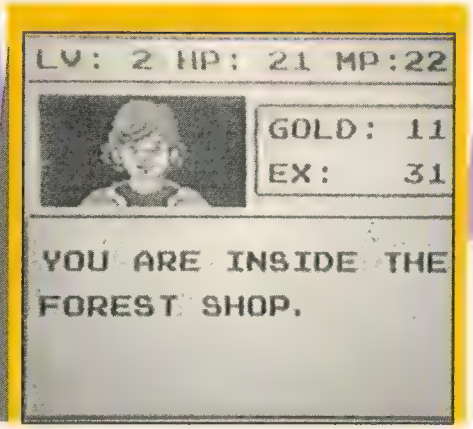
If you lose all your health points, you're returned to the old man's house. Luckily, when you're revived, you retain your inventory.



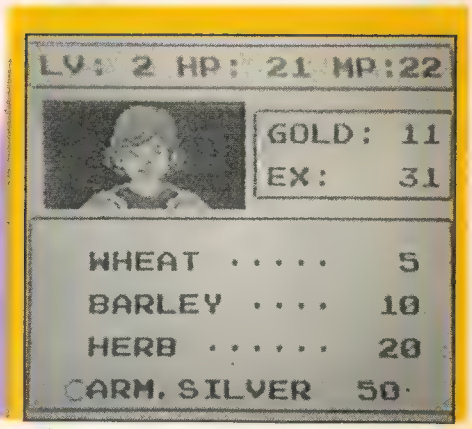
Even the trees have advice, so look at everything — and take notes on what you learn.



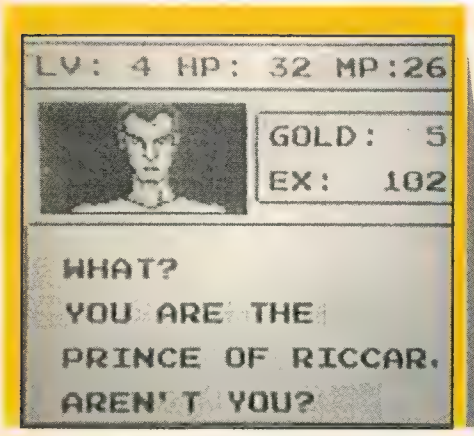
Certain areas in the dungeons and mazes are warp zones that transport you to completely different areas — another reason for making careful maps.



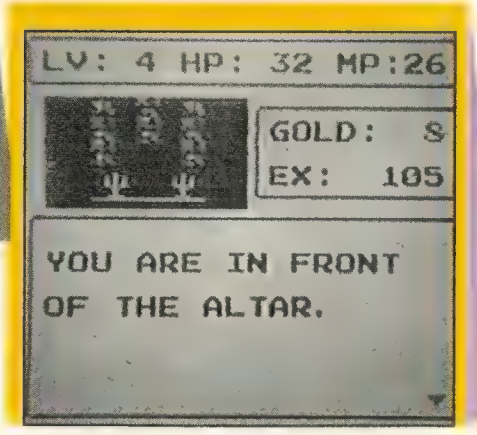
The mistress of the forest shop has an item you need, but she won't give it to you the first time you visit. Leave and come back.



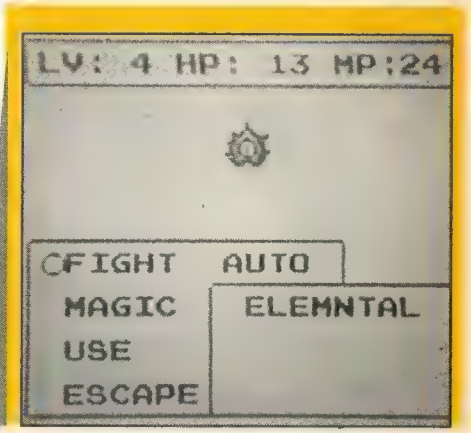
The shop itself contains a number of items you need — especially the herb, which can restore your magic points. Load up with everything you can afford.



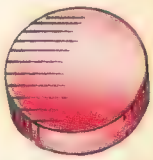
You can visit Martel once you've found the key to his domain. Keep talking to him until he opens the Worship Site for you.



Visit the Worship Site from time to time and get clues for a number of different parts of the game.

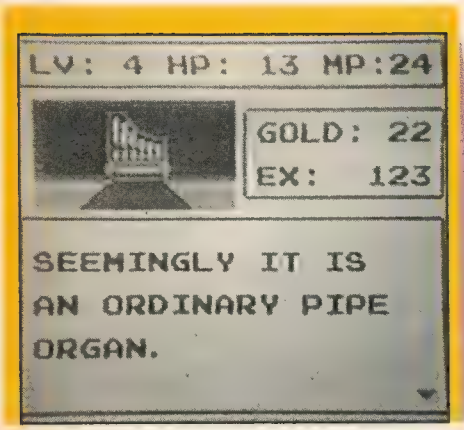


Elementals are actually harmless — unless you kill one. When killed, they explode into fragments and injure you.

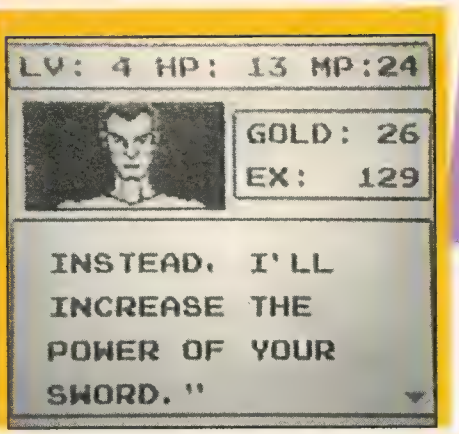


HINT

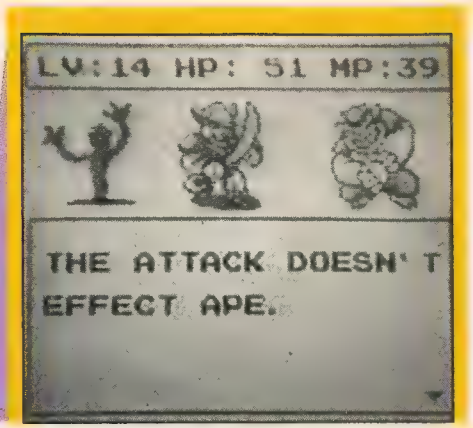
The first key you'll find is to Martel's domain — the Treant (one of the tree people) in the village square has it. You can beat him pretty easily by repeatedly casting fireball spells.



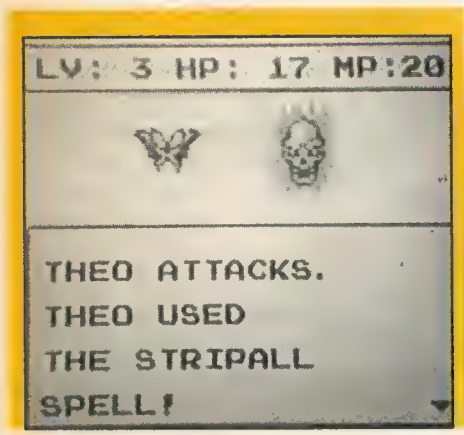
When you don't know exactly what to do, try the Use command on everything you're holding. No item can be used up or lost by trying it out.



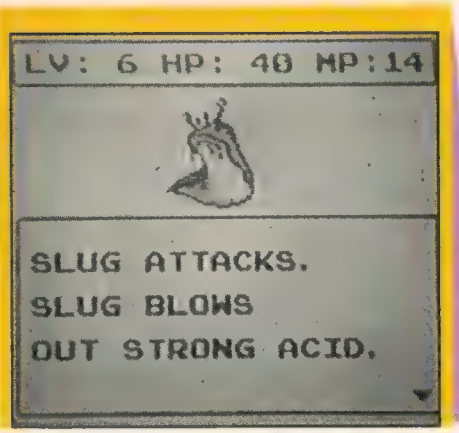
Each wizard requires you to fulfill some task to prove yourself. Once that task is accomplished, go back and visit the mages again for a reward.



Keep track of the different monsters' strengths and weaknesses — in your head if not on paper — to avoid wasting magic points.

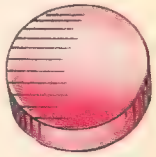


The Strip-all spell reduces the combat abilities of your enemies. It's very useful if a monster can't be defeated by attack spells but is still tough physically.



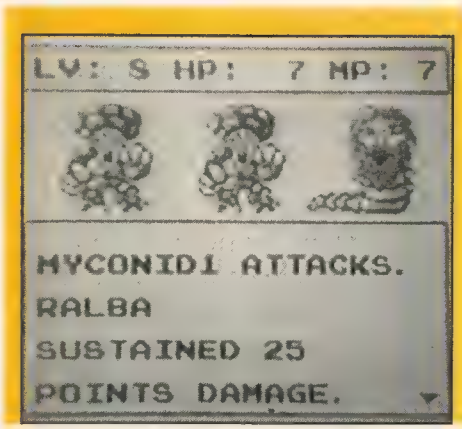
Often a monster has more than one method of attack — particularly later in the game. Any alternative to its usual attack is capable of even greater damage.

Mimics look like treasure chests until you try to open them — then they attack you. If you keep track of them, you should be able to avoid them on repeat visits.

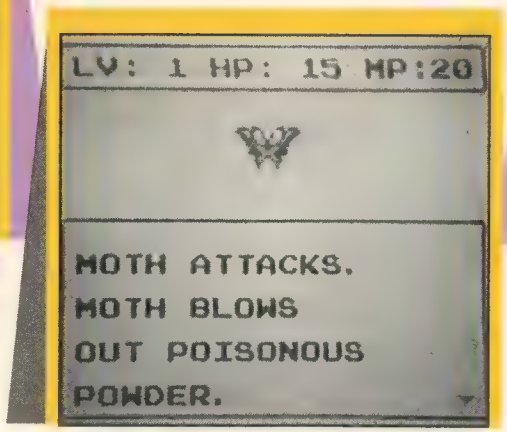


HINT

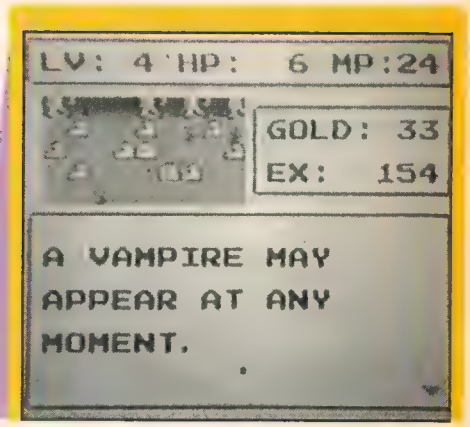
If you're having trouble finding Shabow's house once you're inside his domain, you're not looking hard enough — literally. Once inside the gate, take the first northern path, then go northeast. You should be in an area with a large mud puddle. Look at the puddle to reveal a path behind the waterfall.



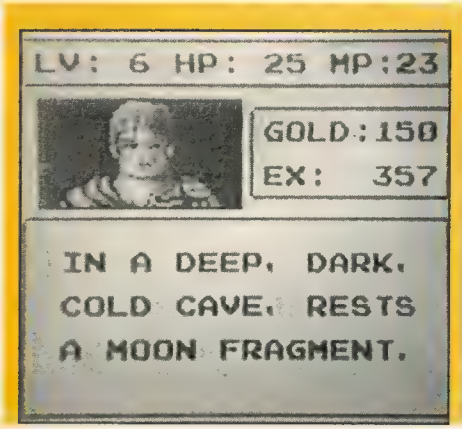
One odd thing about *Sword of Hope* is that sometimes monsters attack each other instead of you. Some, like the myconids, do it more often than others.



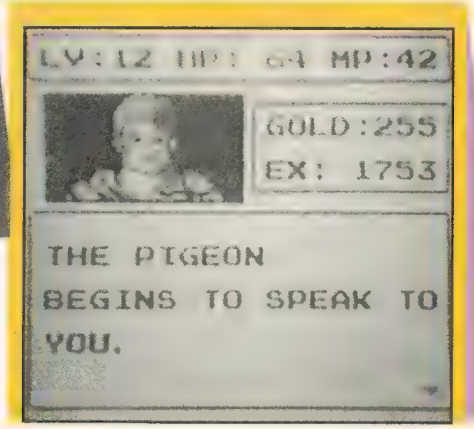
Some monsters can poison you — but unlike some adventure games, the poison doesn't last once combat is over, so there's no need to look for a cure.



You're warned about a vampire on your trip through the graveyard, but you meet it only after you've picked up some item or gained a certain experience level.

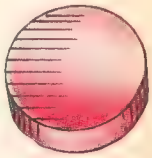


Since Shabow values courage, you must prove your bravery to him by recovering the moon fragment. Shabow shows you the way to the cave.



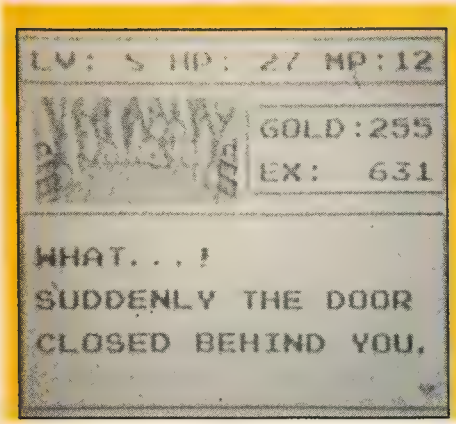
Don't forget to talk to the pigeons each wizard has in his possession.

Characters often have more than one message for you, but only tell them to you after you've obtained some item or achieved a certain level.

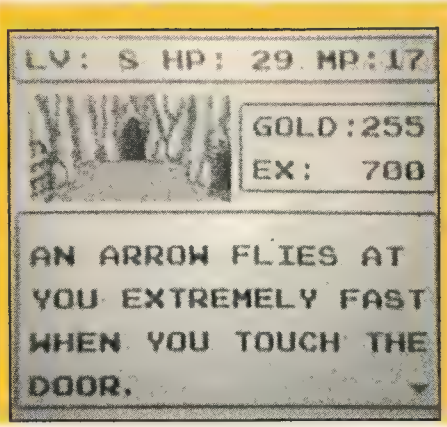


HINT

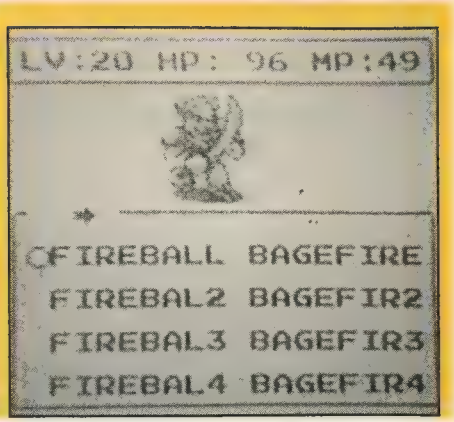
The maze under the old man's house contains a room with three dwarfs in it. The little men on the right and left each show you a path and insist that theirs is the *true* way. But the one on the left is lying — if you go that way, you'll just go in circles and wind up back where you started.



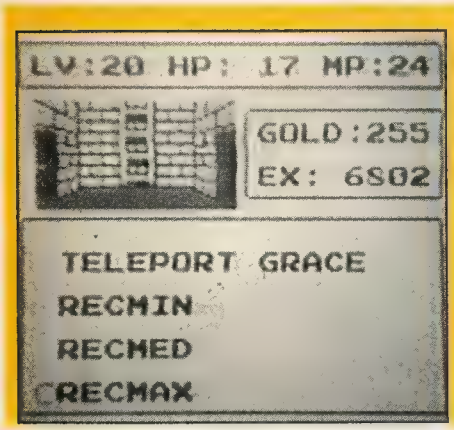
There are a number of doors in the dungeons and caves that open only one way — again, a good reason for keeping a map.



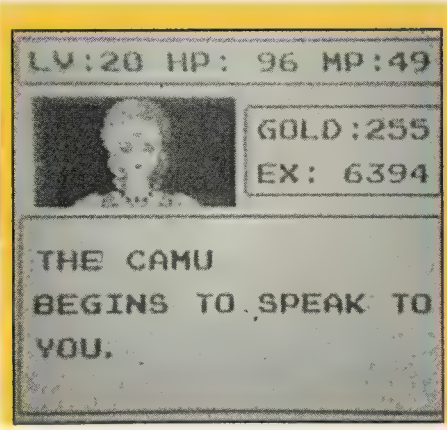
Other doors shoot at you if you try to go through them. You can spot these doors by the skulls over the jamb. You also get a "bad feeling" as you approach them.



Some attack spells have different levels available with experience. Levels one and two affect one enemy, while levels three and four affect every enemy you face.



The "rec" or healing spells have different levels as well. Use a heal spell if there's any doubt at all that you'll survive a tough enemy encounter.



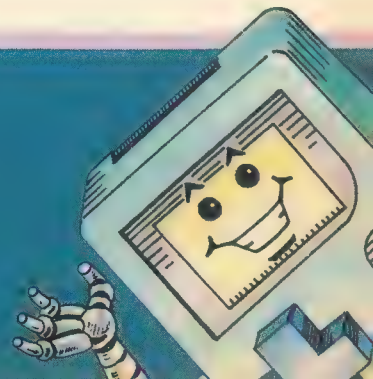
Camu is the most difficult wizard to see, but with the items and advice she gives you, you should be able to descend into the underground castle.

It may take hours (or even days) to work through the game, but fortunately there's a password feature available so you can pick up exactly where you left off.

GP

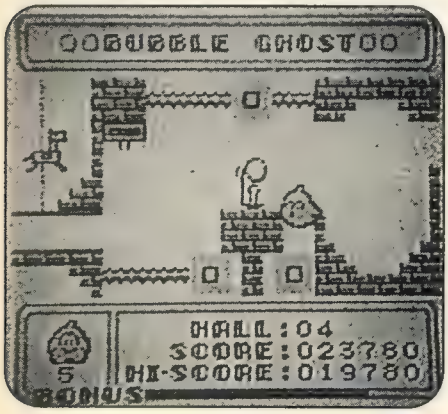
HINT

There are six possible ways to cross the underground river, but each damages you in some way. The boat is the most reliable method, but it will take five health points to row to the other side.



Bubble Ghost

The friendly ghost in this spirited game from **FCI** has everything a ghoul could hope for — a drafty castle to haunt, treasures to search for, and a bundle of bubbles to play with.

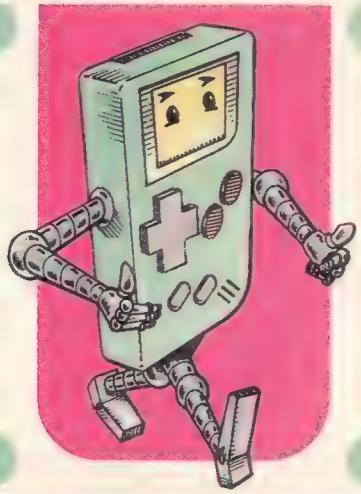


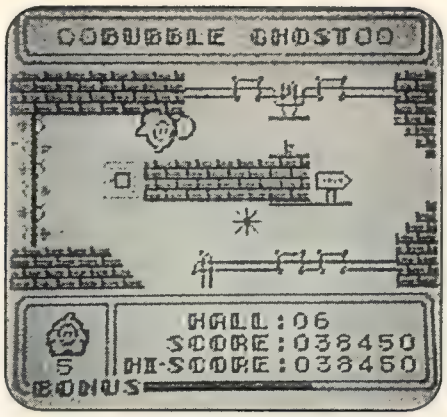
Try to avoid lighted candles, or try to blow them out before you float by. The heat from the flame will burst your bubble in no time.

Bubble Ghost is a translation of Accolade's computer game. Players familiar with the PC version are in for a pleasant surprise — the game is easier to play with Game Boy's two-button control and directional pad than it was with the PC keyboard or joystick.

The story is the same — a playful ghost is trapped in the hallowed halls of a 35-room castle he once called home. In order for his spirit to find eternal rest, he must float through the castle without bursting any of his six fragile bubbles.

It may sound simple enough, but there's a trick to this bubble madness. If *anything* touches the bubble, it pops, so you have to move the bubble by blowing on it. But be careful! The castle is loaded with obstacles such as walls, traps, lighted candles, and whirring fans.





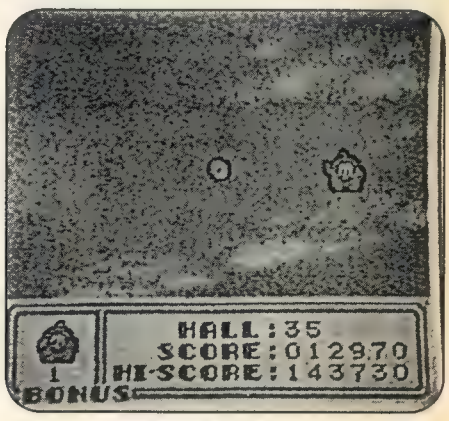
If you're behind the bubble and blow forward, the bubble will float in a straight line. Points are scored according to the movement of the bubble.

As you make your way through the castle maze, look for hidden passages and secret bonus objects that can boost your score. Some secret passages even warp you to higher levels. You don't need to use all your hot air just to blow bubbles — try snuffing out candles and turning off fans with your ghostly breath and earn extra points while you clear an easier path through the maze. But don't forget to let your ghost take a breath. If you keep your little ghost blowing hard for too long, he'll turn red in the face.

The lonely spirit seems happy, but if you guide him through all 35 rooms, you'll see what ghost happiness *really* is as your little friend floats off to bubble heaven.

With simple graphics, a variety of mazes, and an adorable spook, *Bubble Ghost* should be a hit with players of all ages.

GP



Make it through all 35 rooms in the castle, and your friend is bubble-heaven bound.

Chase H. Q.

Just when you thought the highways couldn't get more dangerous, the nation's master criminals took their deadly mischief onto the streets. In **Taito's** *Chase H.Q.*, it's up to you to shut them down — permanently. You may be equipped with the fastest thing on wheels, but you have only 60 seconds to track down each criminal. And the roads you travel are anything but free of obstacles.

Chase H.Q. is as basic a driving game as you're likely to find for any game system. There are no exotic weapons, and your car has only a very limited turbo mode. You have only one mission — to find the target car and run it off the road.

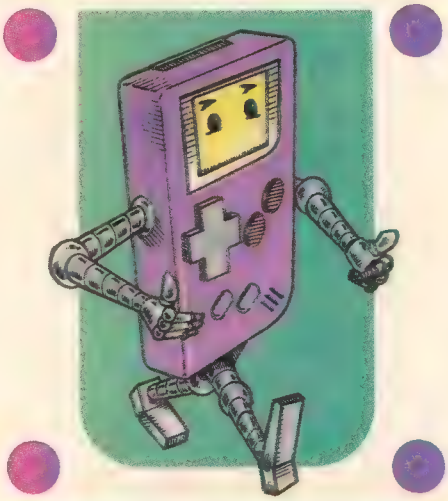
Points are awarded for how much damage you inflict on the target car as well as for the number of other cars you pass and how far along the road you travel. How you hit the target car (and how many credits you accumulated) determines your point total. For example, a side hit, which is much more difficult than a rear-end collision, scores considerably more points.

In addition to the other cars on the highway, there are obstacles such as tumbleweeds, boulders, cactuses, and telephone poles which can slow you down — or even stop you dead.

The real trick to winning in *Chase H.Q.* is how smoothly you're able to negotiate your way around these hazards so that you have plenty of time to attack the target car and earn maximum points. One nice feature in the game lets you set up the controls two different ways, so you can choose the most comfortable car interface for your particular driving style.

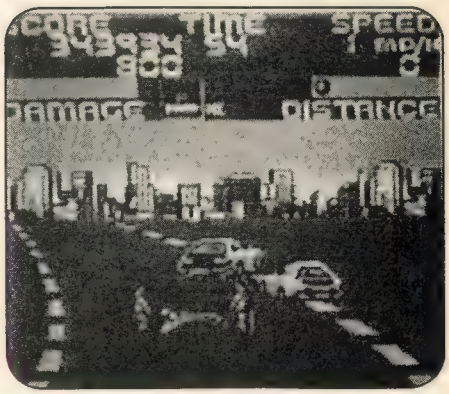
For the gamer with a few minutes on his or her hands (as well as the need to take out a little driving frustration without sending the insurance rates through the roof), *Chase H.Q.* is perfect. There aren't a lot of frills — just some good hard driving action. Sometimes, that's more than enough.

GP



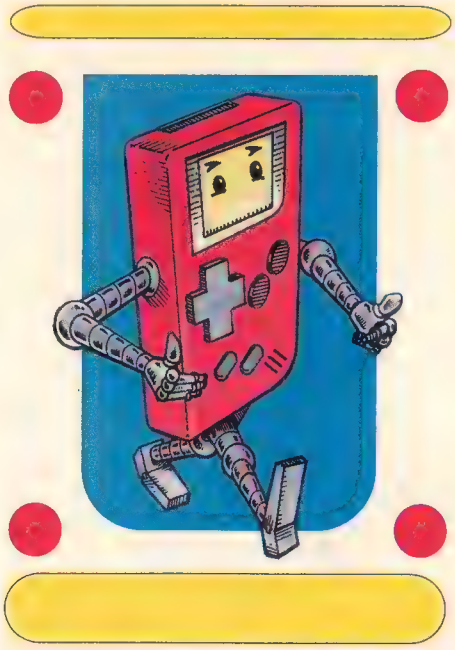
There's no mistaking the target car when you find it. Remember that side hits are worth a lot more than rear collisions.

The sort of things you run into on a not-so-leisurely drive is amazing. These boulders and tumbleweeds can take a big chunk out of your meager time limit.



Here's one more criminal off the streets and into traction. As you progress, the credits you earn can be used to increase your point total.

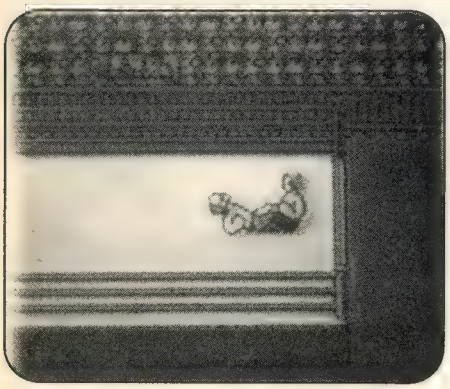
HAL Wrestling



Professional wrestling for the Game Boy? How can you cram all of those huge egos into such a small game cartridge?

Somehow **HAL America**, the makers of *HAL Wrestling*, were able to do it, so mat fans are in for a treat. Body slams, flying drop kicks, elbow smashes — you can do it all in this excellent videogame.

Although no real-world pro wrestlers are portrayed, *HAL Wrestling* still gives you all the flavor of a pro grappling main event. Super Cyber, King Samson, and Joker — just three of the torso-twisters in this game — are every bit as flashy and imposing as Hulk Hogan and Andre the Giant.



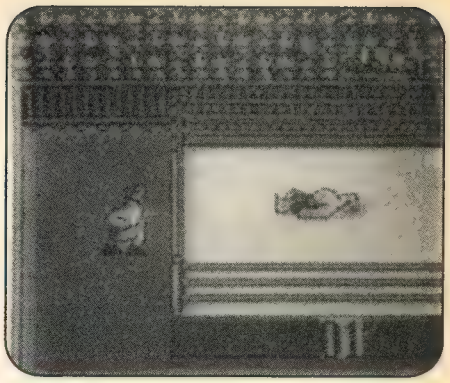
Get your man on the mat and into some kind of hold to inflict heavy damage.

The sophistication of *HAL Wrestling* is to be commended. Playing it can even foster a greater appreciation for what really goes on in the ring. The button combinations necessary to execute some of the moves demand quickness and coordination — two qualities real-world grapplers must also possess.

Although kicking and punching are no problem, not too many matches are won employing just the basic moves. You need pile drivers, atomic drops, and cobra twists — and these moves take practice to master.

Adding to the challenge is the fact that each wrestler has his own array of techniques from which to choose. For example, the Death Monster can unleash a secret weapon that no other wrestler can duplicate, while Kim Riki is the only grappler capable of a scorpion drop.

After you get accustomed to using the various holds and tricks, begin experimenting to find out which moves are appropriate for any given situation. If you're caught on the ropes, for instance, you need to know whether you should try a flying body press or simple kick.

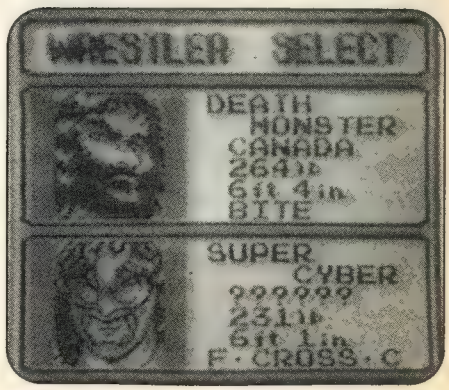


When a wrestler is forced out of the ring, he has 20 seconds to climb back in before he is disqualified.

The key to winning is jumping on your opponent after you've laid him out on the mat. It's simple to knock a man down, but putting him into a damaging hold is more difficult — but the only way to get the pin.

HAL Wrestling does a fine job portraying ring fighting for the Game Boy. The wrestlers are clearly distinguishable and their moves are graphically presented with a flair for the dramatic.

GP



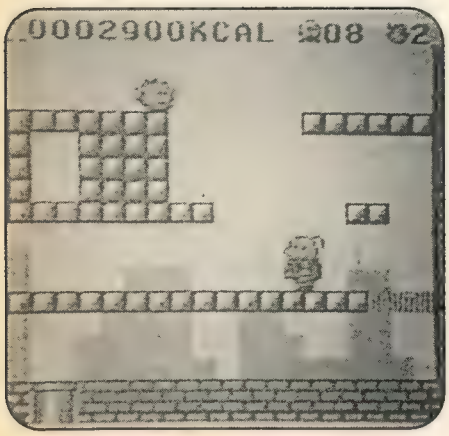
Review the profiles to find the wrestler you want to portray.

Mr. Chin's Gourmet Paradise

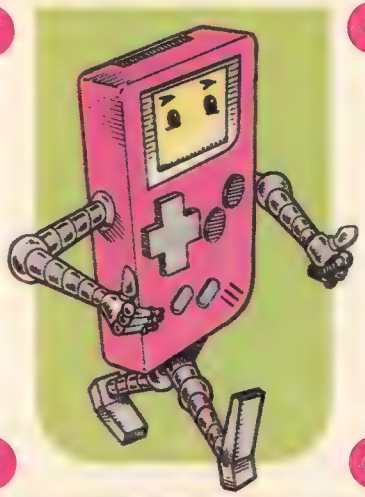
Isn't science wonderful? Just when you think there's nothing new in the culinary world, the boys at Livermore Laboratory come up with a new delicacy. They were working on a special weapon — the DEMOE beam — when it was discovered that the beam would turn momos into the latest taste treat, Peaches a la Momo.

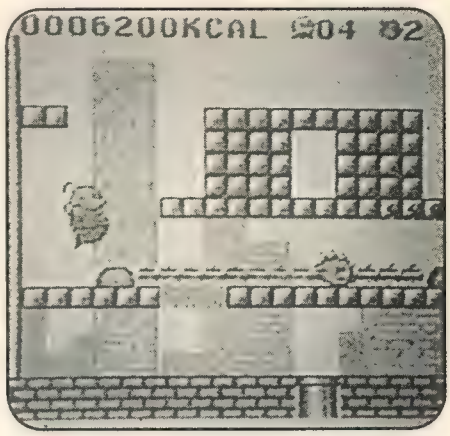
What's a momo, you ask? Well, it's a combination of fruit and vegetable that has been genetically enhanced to be tasty *and* aggressively mobile. In other words, the kind of dish that will get *you* ... unless you get it first.

The famous epicure, Mr. Chin, has gotten word of the latest Livermore development and has set his sights on acquiring this delicacy. He's prepared to go to any lengths — including breaking the law — to have his Peaches a la Momo.



As Mr. Chin gazes hungrily up at a momo, a plan forms in his head. Somehow, he must lure the tiny creature into position between his beam units.

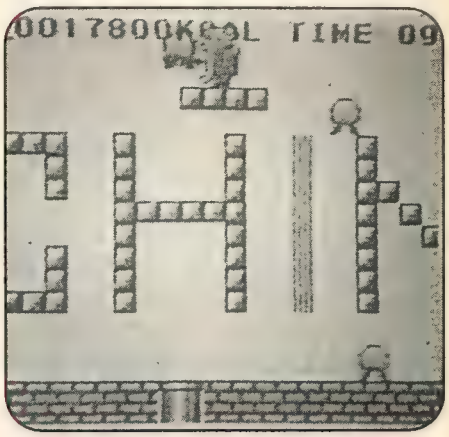




The more momos you can trap between the beams at one time, the more points you earn. In other words, two momos zapped together results in more points than two zapped individually.

In the eight stages of **Romstar's** *Mr. Chin's Gourmet Paradise*, you, as Mr. Chin, must hunt down the momos, trap them between the DEMOE beam units, and eat the resulting dessert for points. The multi-level momo nesting places are literally crawling with deadly/tasty momos, but Mr. Chin has a few tricks of his own up his sleeve.

Some of the floors and walls, for instance, are made of a special mesh which allows Chin to pass through, but not the momos. And by banging his head into the ceiling, our galloping gourmet can uncover bombs, dumplings, and one-ups, all of which can give him an edge over the multitudinous momos.



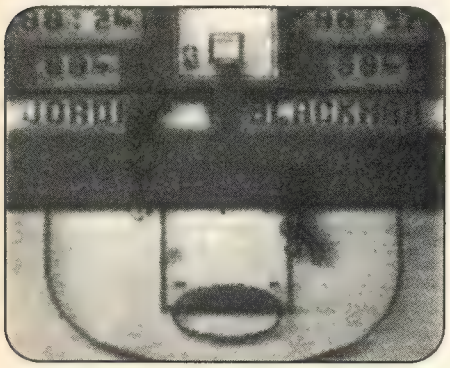
In the bonus round, your best tactic is to place Mr. Chin just below the area where the momos drop so he can munch them before they've even hit the ground.

While there is action in *Mr. Chin's Gourmet Paradise*, the strategy involved in trapping the momos between the beams makes it more of a puzzle than an action game. With challenge and cute characters, it should be a winner with Game Boy strategy fans.

GP

NBA All-Star Challenge

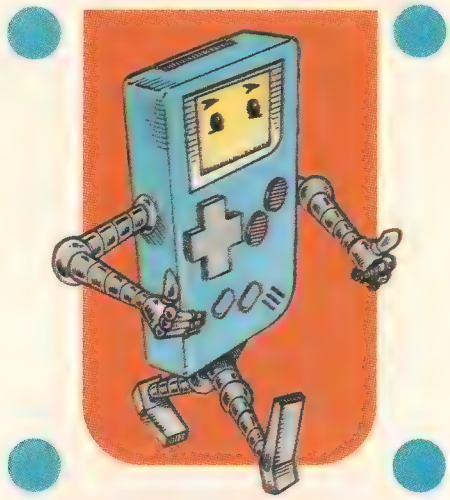
Whatever you like most about basketball, *NBA All-Star Challenge* from **LJN** probably has it. This game lets you try your hand at four activities: one-on-one against an NBA great; a friendly game of H-O-R-S-E; an accuracy shootout; and a free-throw shooting contest.



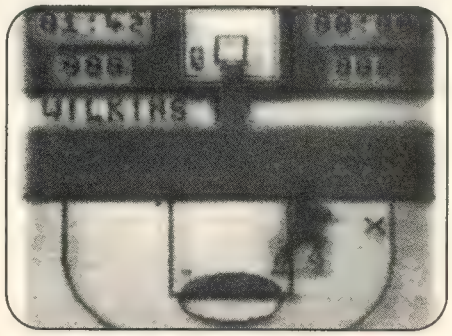
Michael Jordan goes up for an easy two points against Rolando Blackman.

The most entertaining challenge is, of course, one-on-one. You select two actual NBA players from the game's 27-man roster. You control one, and the computer or a friend guides the other.

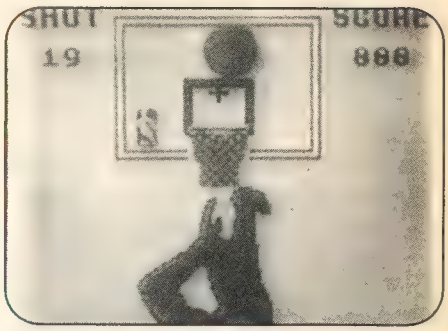
It helps to know each player's strengths and weaknesses when you head out on the court. For example, if you choose Larry Bird, then your best strategy is to camp out behind the three-point line and start working those jump shots. If you're James Worthy, use your quick first step to drive to the lane for an easy two points.



Even with the Game Boy's limited graphics potential, *All-Star Challenge* does a fine job conveying the excitement of a good game of basketball. The characters are easily distinguishable — and they're more than mere blips on a screen.



For the accuracy shootout, a player must run to designated spots on the court and try to sink as many shots as he can before time runs out.



The foul-shooting contest is probably the game's most difficult test. Take your shot when the aiming symbol is where you want the ball to go.

These guys actually have arms and legs. Unfortunately, the players dwarf the basketball court, so there isn't much room in which to work.

Like most sports simulations for the Game Boy, *All-Star Challenge* is practical. Since Game Boys are often used on the go, there usually isn't enough time to complete a role-playing game at one sitting, but sports games are fairly flexible. With *All-Star Challenge*, you can set your one-on-one games for 2, 5, 8, or 12 minutes, or play until someone reaches a predetermined point total.

Besides, it doesn't hurt quite as much to discontinue a free-throw shooting contest as it does to turn off the power on a long-awaited clash with the fifth-stage boss of your favorite quest game.

GP

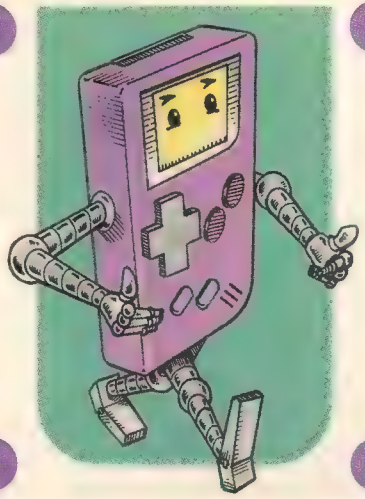
Wheel of Fortune

To answer the most urgent question first — yes, Vanna White *does* appear in this Game Boy version of TV's all-time favorite quiz program. She's doing what she does best: turning letters and looking pretty darn good for a lady a half-inch tall.

There she is: America's favorite letter-turner!

There's a huge number of people who can't get enough of the TV game show. They'll find this small-screen conversion holds no surprises, but no disappointments either. **GameTek** has specialized in home-entertainment versions of popular TV quiz shows, and they've managed to put the whole *Wheel of Fortune* experience into a handheld format with no compromise in playability or fun.

For the benefit of any uninitiated readers, here's how the game works: The object is to decipher a hidden word or phrase by replacing blank puzzle boxes with consonants or vowels that are chosen or



bought by the player on the basis of scores obtained by spinning the Wheel of Fortune.

When you've pieced together enough letters, you can try to solve the word puzzle and earn bigger prizes. Consonants are free with each spin, but vowels cost $250. In this

Regulate the power of your spin by moving the gauge in the center. Turn it left for a soft spin and right for a power spin.

Are you ready to take a crack at solving the puzzle, or do you want to fill in a few more blank spaces first?

version, you can play a solo game for the fun of it, play against a human opponent, or play against the Game Boy.

On the Game Boy, *Wheel* plays quite well. Its graphics are sharp and clear, and the few compromises that have been made for the small format aren't bothersome. Those familiar with the show will probably be able to jump right in and play without reading the instructions, but anyone who's fuzzy on the rules or the mechanisms of play will find the manual clear and complete.

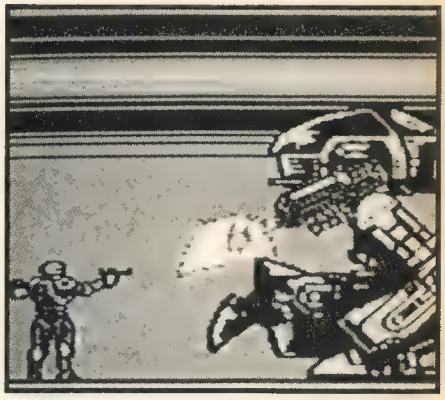
Fans of the show will need no urging to acquire this cartridge — this way, they can take it anywhere they want to go. Non-fans may want to give it a try, too, because it's good fun and a great time-killer for long trips, visits to waiting rooms — or even standing in line to get tickets to the real show.

GP

Robocop to Patrol Game Boy Screen

The law has a new name and a new enforcer — Robocop. This half man/half machine has been called on to clean up Detroit, a city that has become so infested with crime that the police are no longer in control.

Enter OCP — a private corporation specializing in security. They have accepted a contract to enforce the law in Old Detroit. They envision a force of robot patrolmen, led by Robocop. Under the leadership of Dick Jones, OCP begins its work. When you're sent by the organization on a suicide mission, you become the first experimental policeman.



A scene from the NES version of *Robocop*

Once you begin patrolling the streets, you discover that much of the crime in Detroit stems from one place. Your task leads you to the drug lord Clarence Boddicker and eventually to OCP executive Dick Jones — the man responsible for your death.

Ocean's *Robocop* is only loosely based on the 1987 movie and the NES game. In fact, it's closer to the coin-op *Robocop* than the NES version. So don't be surprised to see different levels and larger bosses. Don't be surprised — but do be prepared.

Game Boy Increases Its I.Q.

Thanks to **GameTek** and its informational software division, Game Boy will soon receive advanced education.

Drawing on the Game Boy's powerful microprocessing capabilities, GameTek plans to introduce *InfoGenius*, the first complete informational system for hand-held game machines. The Infogenius series of informational and personal productivity cartridges will include cartridges with a spell check, dictionary, encyclopedia, and thesaurus.

Health and fitness and personal organizer cartridges are also being developed, and for the traveler, language translators in French, German, Japanese, and Spanish will be sold. GameTek will also market travel guides for the United States and foreign countries.

No additional hardware is needed to use the productivity cartridges. Primarily menu-driven, they'll fit in the Game Boy's cartridge port like any game — except you won't get in trouble when you're found using *these* cartridges at work or in school.

Renegade Betelgeuse to Star in His Own Adventure

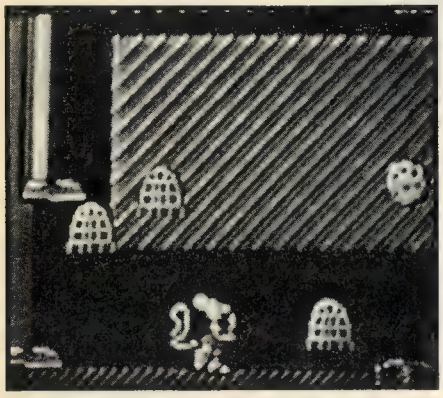
Beetlejuice's lot in life hasn't improved much since his 1988 movie. He's still the most disrespected Betelgeuse in the afterlife. But since the Maitlands still haven't settled into their afterlives, they hire the Ghost with the Most to free their house of those boring, nouveau riche Deetzes.

You, as Beetlejuice, must make sure the Deetzes are scared enough to leave the

Maitlands' house. But you also must destroy other creatures of the afterlife since the scorpions, bees, ghosts, and squids are all chasing you. And don't forget the most fearsome creatures of all — those pesky sandworms that inhabit Saturn.

You don't grab knives and guns in this **Acclaim** game. Instead, you must gather and buy scares. The strategy in *Beetlejuice* comes when you try to decide which scare works on which problem. For example, would the Skeleton scare work better on scorpions, or should you wait until you find an Egyptian Mummy scare?

Beetlejuice can solve *your* problems, too, when the renegade spiritualist makes his appearance on Game Boy. Though still in the early planning stages, the game is expected to hit store shelves next spring.

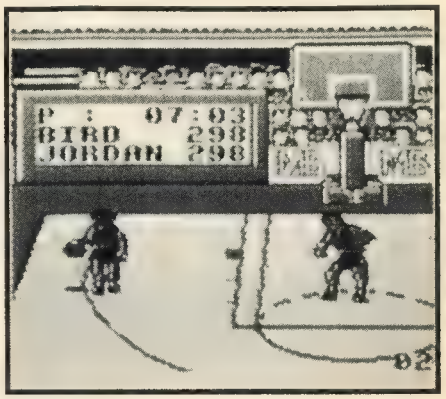


Mousetrap Motel

Game Boy Trio from Milton Bradley

Three new games from **Milton Bradley** offer a mixed bag for any Game Boy player.

For the sports fan, there's *Jordan vs. Bird: One on One.* Watch Michael Jordan jab-step around Larry Bird, then launch high into the air for a behind-the-back slam dunk. But wait — Bird gets the ball, spins away from Jordan, and fires a three-pointer. The emphasis here is on fast action, plenty of moves, and a variety of playing options. You can pit the two champs against each other, enter a slam dunk contest as Jordan, or try a three-point shootout as Bird.



Jordan vs. Bird: One on One

For puzzle fans or younger players, check into the *Mousetrap Motel.* A mouse's hole may be his castle, but Maxie Mouse isn't satisfied with his lot in life. Not when his abode is a dank, dark hole in the basement of a high-rise hotel. He's got his eye on the penthouse — and your job is to help him literally climb the ladder of success.

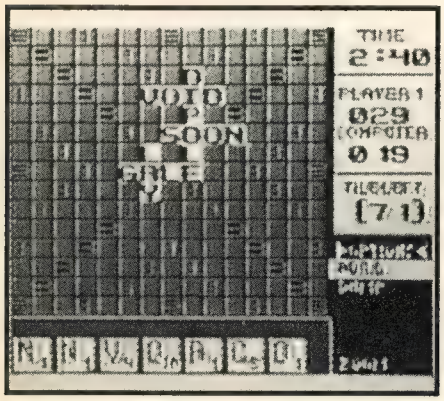
By grabbing cheese and other power-up items, Maxie can avoid the enemies and obstacles that litter his path and work his way through all six stages — from the laundry, the workout room, and the lobby to the restaurant and ballroom.

But if mind games are your cup of tea, pick up *Super Scrabble.* The GB *Super Scrabble* plays almost exactly like it does when you set up the board game on your kitchen table.

The object is to form high-scoring words from your rack of seven letter tiles. Each letter has a point value corresponding to its common usage. Thus, P is worth three points, while E is worth only one. The distribution of letter tiles is also based on usage, so out of 86 tiles there are four S's, but only one X.

Scoring depends not only on the values of individual tiles, but also on the placement of words on the board. Certain

squares offer double or triple scores for a word or letter. You may have trouble determining which graphic icon stands for which bonus, but once you've figured that out, winning depends solely on your vocabulary and your skill.



Super Scrabble

Bobby Fischer — Stand Back

Whether you're an experienced chess player or a beginner, **Hi-Tech Expression's** *The Chessmaster* offers a lot of value and a wealth of options. The multiple levels of play allow you to increase the degree of challenge as your own skills develop.

Although *The Chessmaster* is not designed primarily as an instructional program, it does offer a teaching mode that displays all the legal moves for any piece you select, and a large library of opening moves. These features, coupled with the overall ease and simplicity of its controls, make *The Chessmaster* an ideal computer chess game for beginners of any age.

The board is as large as the Game Boy screen allows, and the pieces are clearly recognizable. You can access a list of moves, a tally of captured

Light Up Your Gaming Life

If you walk around with a permanent squint after a few hours bent over your Game Boy screen, read on. There are now two nifty little devices that are real eye-savers for Game Boy players.

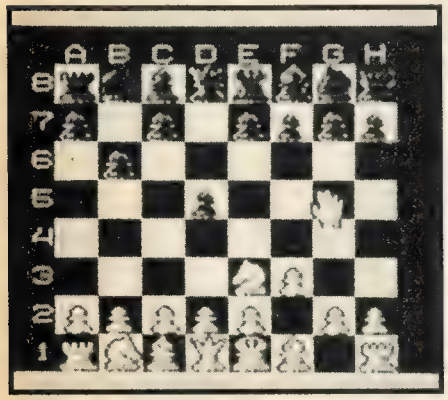
The Light Boy from **Vic Tokai** clips over your Game Boy, magnifying and illuminating Game Boy's small screen. Even in dim light, the screen can be easily seen, and the magnifying lens lets you hold your Game Boy at a normal reading distance — preventing severe eyestrain.

Greer & Associates produces the Illuminator, a device very similar to the Light Boy. The Illuminator also slips over the Game Boy, but it has an adjustable light that you can configure to your own specifications. The light is bright enough to let you play comfortably in the dark.

The Light Boy brightens and magnifies Game Boy's small LCD screen.

Both the Light Boy and the Illuminator fold up to a very compact size to allow for easy storage.

pieces, and, if you wish, a list of hints. If you don't wish to challenge the computer (which is designed to increase its skill level as players improve), you can play head-to-head matches with a friend, using the video link cable.



The Chessmaster

Three New Games from Nintendo

Nintendo of America has three games on the drawing board that will appeal to a wide range of Game Boy fans. For young players (or those young at heart) there's *Balloon Kid*, in which you assist a young heroine as she searches for her missing brother. You must help her navigate hot-air balloons through rough terrain and past wild animals.

For those who like their action with a little more bite, there's *Radar Mission*. Based on the classic board game "Battleship," *Radar Mission* sends you on a mission to locate and destroy the enemies' fleets — one ship at a time.

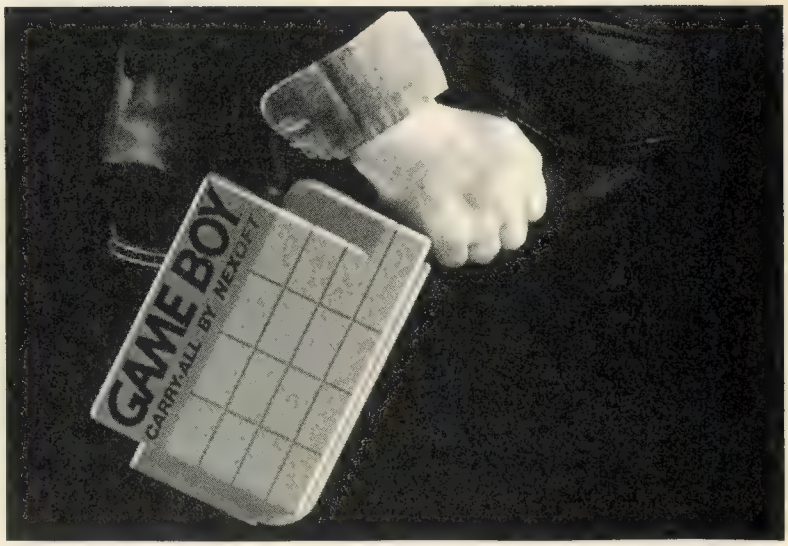
And for fast-action fans, Nintendo is releasing *F-1 Race*, a driving game that puts you at the helm of a wicked set of wheels.

Radar Mission

Have Case, Will Travel

Do you have the traveling game player's blues? Are you continually losing Game Boy games underneath car or airplane seats, or having to decide between packing shoes or your Game Boy in your suitcase? Take heart. **Nexoft** has a solution with its Game Boy Carry-All.

Made of sturdy plastic, the Carry-All has room to store your Game Boy, five games, a pair of earphones, and the two-player video link cable. The Carry-All also comes with an attached shoulder strap, so that even when your hands are full, your Game Boy can tag along.



The Nexoft Game Boy Carry-All meets all your on-the-road game needs.

See You Later, Alligator

Moberry was a peaceful little kingdom — until invaders from another dimension arrived. The Moberrians have only one chance to defeat Bassoguilla and his galactic army. Their hopes lie with Charly, the highland alligator.

In *Tail 'Gator* from **Natsume**, you must help Charly eliminate the invaders from all the different lands in the kingdom. The aliens can be killed with a single powerful stroke from Charly's tail, but the reptile still has a tough battle in front of him. Luckily, there are bonus power points to help him in his quest.

This one-player game is expected to hit store shelves in April or May.

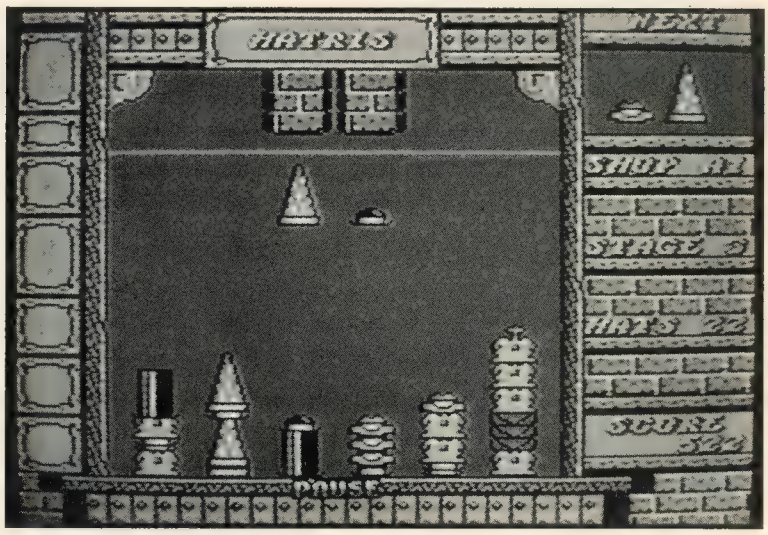
Puzzle Game Designed by *Tetris* Creator

Alexey Pajitnov, the Soviet creator of *Tetris*, has designed a new game that requires the same strategic thinking and quick reflexes.

In *Hatris*, from **Bullet-Proof Software**, you have a pit that's six columns wide. Two hats — either a top hat, derby, clown hat, crown, or fedora — fall into the pit. You try to stack similar hats. When you match five hats, they disappear from the screen. If you make an incorrect match, you have to start building all over again on the new hat. When any column in the pit fills to the top of the screen, the game is over.

Naturally, as the game progresses, the hats start falling faster and faster. And since the hats are different heights, it sometimes becomes difficult to move a derby, for example, on the other side of a tall stack of peaked clown hats.

Hatris is closer to Pajitnov's recent computer game *Faces* than it is to *Tetris*, but it should be just as much fun and just as addictive as that classic puzzle game. And its simple graphics should adapt perfectly to the Game Boy.



An early screen from the NES version of *Hatris*

Start Saving Your Spinach!

On the heels of Batman and Spider-man, Popeye is ready to make the leap to Game Boy. He's finally ready to tie the knot with Olive Oyl, and she's said yes in that high squeaky voice of hers. But no sooner does our sailor hero arrive at the church than he hears his beloved's voice in that familiar refrain — "Popeye, save me!"

Bluto's up to his usual tricks. He's swiped Olive from the church and has carried her into a maze booby-trapped with cannons and guarded by his alligator pals. Can even our spinach-loving Popeye save her? And if he does, will Bluto attack Wimpy or Swee'pea?

Your job as Popeye is to follow Bluto into the mazes until you can rescue your damsel. It's tough to get past his hungry, toothy' gators, but it's still up to you to get her to the church on time.

INTV's first Game Boy title isn't the first time *Popeye* has appeared in a videogame — the sailor was the hero of one of the first Nintendo cartridges as well, back in June 1986. That arcade-action game proved that even if we don't like spinach, we still love Popeye, the sailor man.

Silver Screen Hits Transfer to Game Boy Screen

Beetlejuice isn't the only popular movie making the leap to videogames. Four of last year's big hits are being developed for transfer to Game Boy titles.

For NASCAR fans, there's *Days of Thunder* from **Mindscape**. The action-intensive stock car simulation follows a bottom-rung race car driver as he climbs the ladder of success on the NASCAR circuit.

Bandai is working on *Dick Tracy*, starring the square-jawed crime-fighting hero. As in Warren Beatty's movie, Tracy will be battling big-city crooks who work for Big Boy Caprice.

Or if you like your enemies with sharp teeth instead of dangerous weapons, you can try *Gremlins 2* from **Sunsoft**. The carnivorous mischief-makers have taken over a New York City skyscraper, and it's up to you to reclaim it.

Action fans should also enjoy *The Hunt for Red October* from **Hi-Tech Expressions**. Based on Tom Clancy's novel, *Red October* combines spies, submarines, and the Soviet Union what promises to be an action-filled adventure.

Strategy Key in *Nobunaga's Ambition*

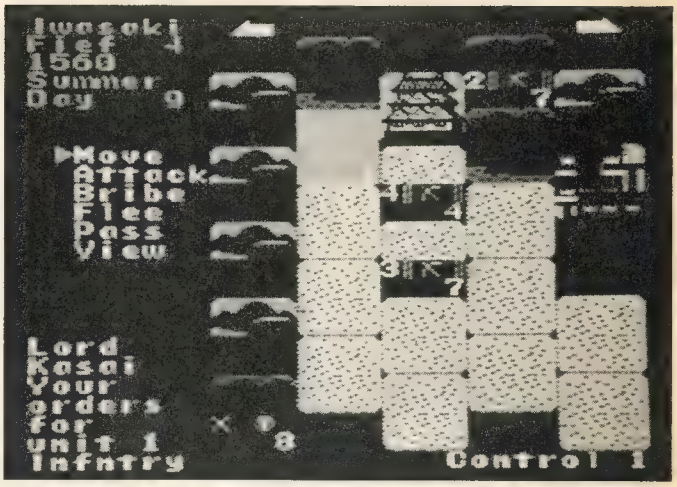
Japan in the 16th century was a land plagued by chronic civil wars pitting one "daimyo" (lord) against another. Oda Nobunaga (1534-1582) was not the first daimyo who dreamed of becoming the supreme ruler of a unified Japan, but he was the first to almost succeed. Using guile, charisma, ruthlessness, and military genius, he unified all of central Japan before his untimely and treacherous death at age 49.

In this epic historic simulation, you can play the role of Nobunaga or any of eight other daimyos. If you skillfully issue commands and formulate strategies, you can strengthen your own fiefdom and subvert or conquer others. You must also be

ready to repel invasions, crush rebellions, and cope with natural disasters such as plagues and floods.

You can do anything a real warlord could do: tax, bribe, send spies, arrange marriages, recruit ninjas, sign treaties, and, of course, wage war. When war breaks out, the game switches to a tactical screen, enabling you to maneuver infantry and cavalry across a variety of landscapes.

The NES conversion of **Koei's** computer game was a success, so we can hope this mature, intelligent, and absorbing game is as smooth-playing for Game Boy.



The strategy needed in *Nobunaga* is evident from this NES screen

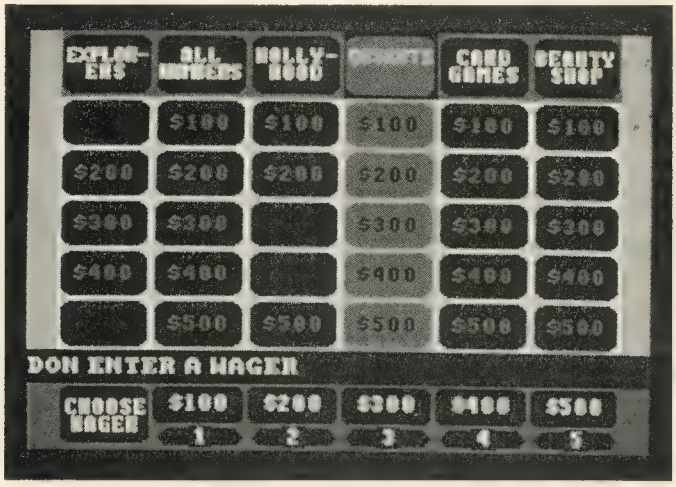
Answer: A Game Show Favorite Soon on Game Boy
Question: What is *Jeopardy!* ?

It's been called the world's most intelligent game show. And now you can finally find out if you're *really* smart enough to win at *Jeopardy!*

Just like its television counterpart, *Jeopardy!* for Game Boy (from **Gametek**) has questions in six categories, from weather to fairy tales and much more. In round one, dollar amounts range from one hundred to five hundred dollars. Then in Double Jeopardy, the dollar amounts are doubled. There is one Daily Double question in the first round and two in the second. Players can wager any or all of their money on that one question.

Any player with money at the end of Double Jeopardy moves on to Final Jeopardy, betting nothing, part, or all of their money on a question in a single category. There are hundreds of questions in all sorts of categories, all of which were actually used on the television show.

Although you can play against computer opponents, *Jeopardy!* is most exciting when you match wits and speed against a friend, using the video link cable.



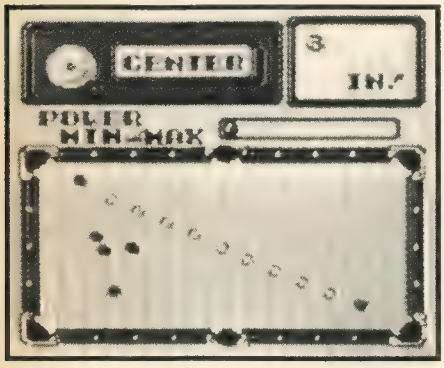
A screen from the PC version of *Jeopardy!*

Grab a Cue for *Side Pocket*

Now's your chance to become the pool shark you know you can be. **Data East's** *Side Pocket* takes you down to the neighborhood pool hall to start shooting some serious billiards.

Even if you've never played pool before, you'll soon excel in this simulation because you can take lessons from the computer to improve your game. Before long you'll be putting English on the ball with the best of them.

During the aiming phase, you can study the table with the overhead view, line up your shot carefully, then use the power gauge to shoot (much like a golf simulation). A direct hit will send the ball sailing, while aiming a little to the right or left adds a bit of spin. The animated balls on the table behave very convincingly, and with a bit of practice, you can easily bank shots off the cushions.



Side Pocket

You can play the pocket game and climb the championship ladder, or play against a friend for the color of money. But can you learn to run the table?

GP

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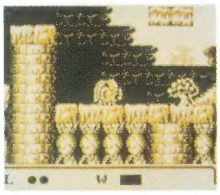
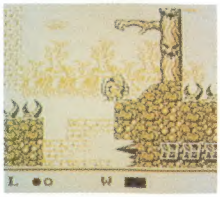
Prepare to do battle as Firebrand, the last Guardian Gargoyle of the Ghoul Realm. You must act quickly to defend your world against an invading army of



Destroyers. Fight your way through enemy forces to reach the dimensional portal that leads to your home world. Once there, the true nature of the quest begins.



The King of the Ghoul Realm has been kidnapped and it's up to you to save him. Blast the attackers with fiery breath as you fly through their defenses. Unravel the mysteries of this multilevel universe to succeed in conquering the Destroyers and freeing the captive King.

- Highly-detailed artwork sets new standards for the Game Boy!
- Advanced playability, highlighted with 360 degree scrolling.
- Hours of entertainment await you in this diverse adventure.

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You'd need bazookas, lasers, fins and wings to get through all of this.

So all you'll get is a skateboard.

Not even a little help from your friends! In Konami's Skate or Die – Bad 'N Rad™ for Game Boy™ it's just you and a flat four-wheeler versus ElRad the Evil One and his nightmarish seven level adventure. Start revving up to hyper-cruising speed right now if you don't want to fall prey to the Cool Cat-Eating Rats, the Big Bad Rad Gun and the Whopper Chopper. Or a dose of wicked wheel busters like lava-spitting flying fish, razor-sharp spikes and the slow-but-rabid Carnivorous Canine (what a bite). And when you're not thrashing to safety before the clock ticks away, you're up against board baddies like Sonic Boomer, Bionic Lester and Sir Slice Alot. So get mad, be bad, go rad and spring Miss Aerial from ElRad's feudal fortress, dude.

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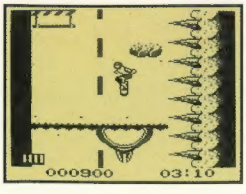

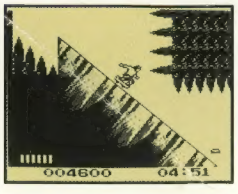

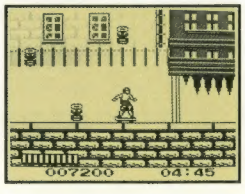

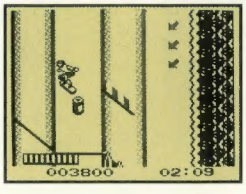

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